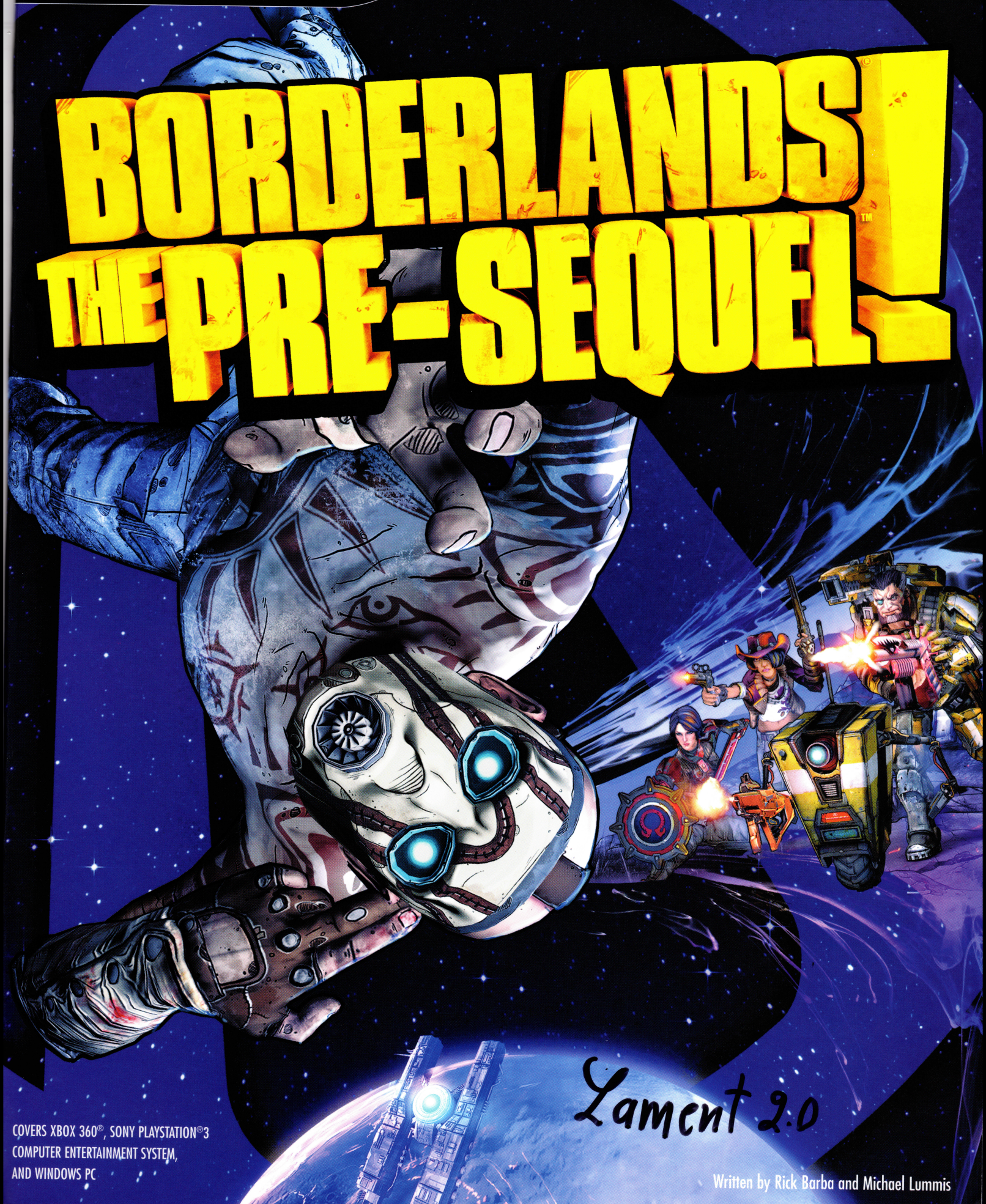
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BORDERLANDS® THE PRE-SEQUEL!™

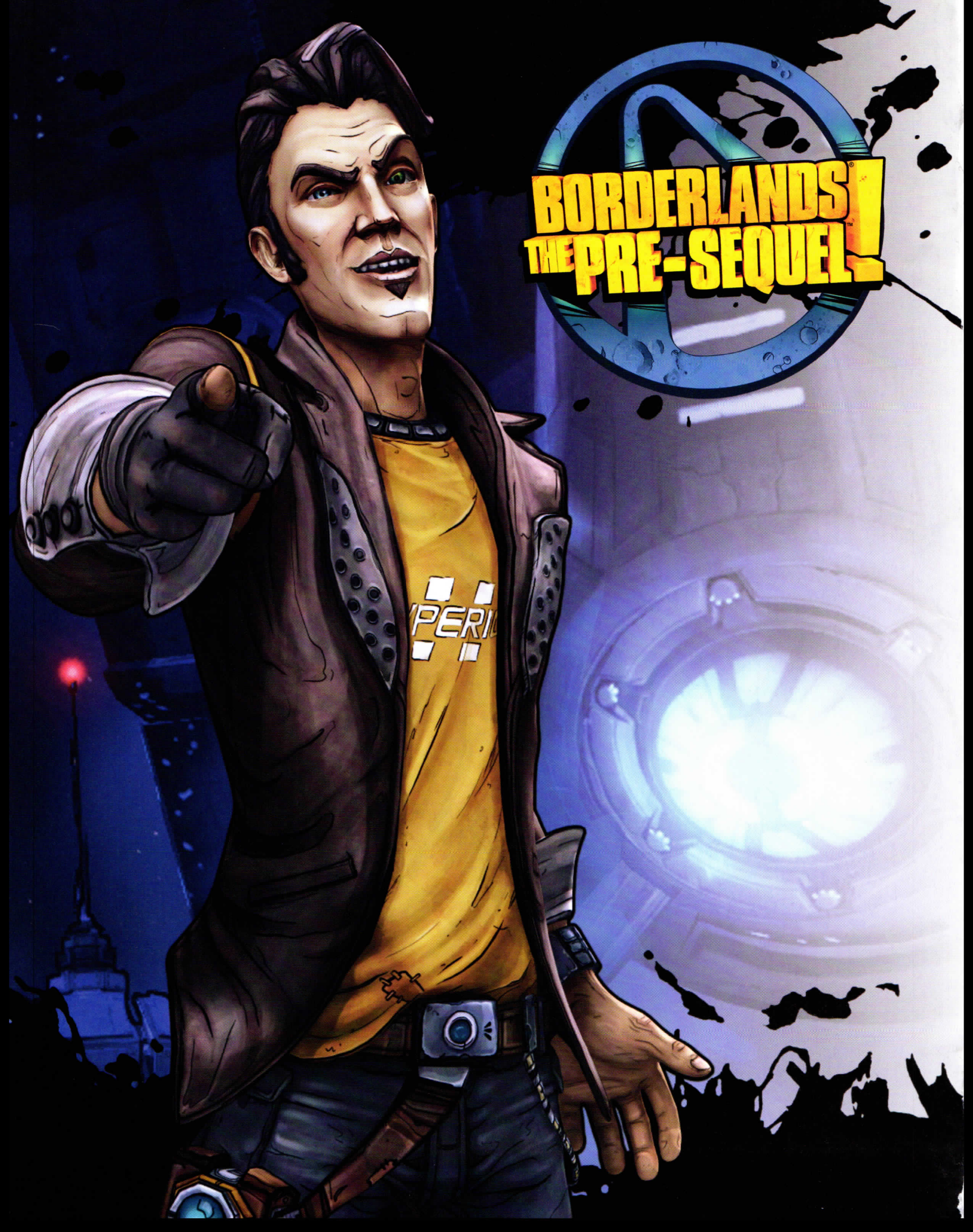


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COVERS XBOX 360®, SONY PLAYSTATION®3 COMPUTER ENTERTAINMENT SYSTEM, AND WINDOWS PC

Written by Rick Barba and Michael Lummis

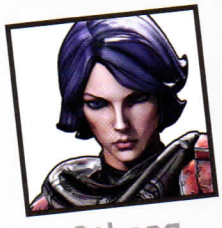


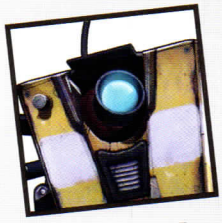

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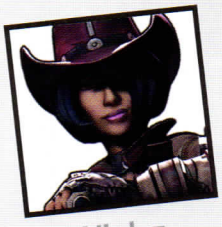
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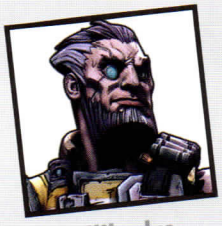
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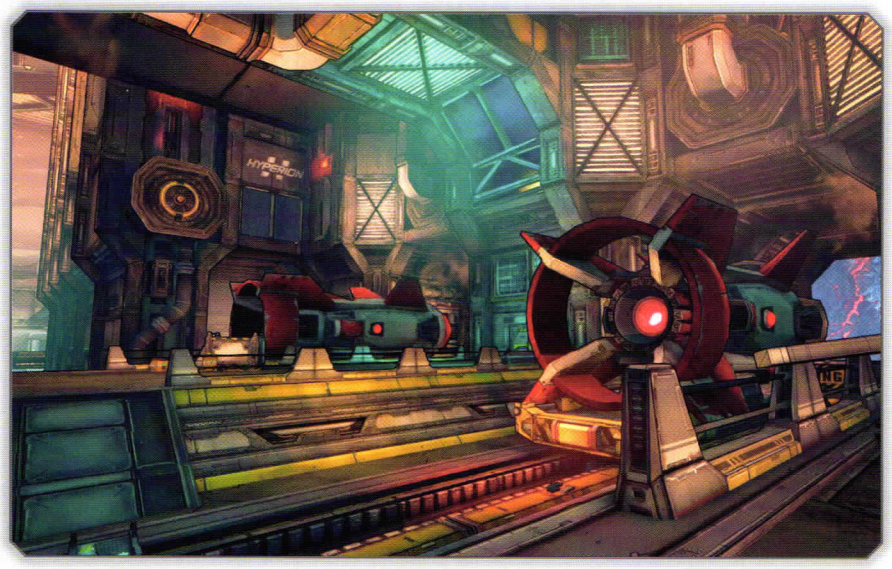


WANNA MAKE SOME MONEY?

Hyperion is the company that owns Helios, the gigantic station that's floating in the space above Elpis, Pandora's moon. You might have seen it if you've ever had the chance to look up. That station is currently under attack from a large group of soldiers. These aren't untrained Scavs or losers with a weekend to spare; these attackers know what they're doing.

Jack, Hyperion's on-site rep, is offering serious money to stop those people. How much money? Well, do you know how much cash Hyperion brought in during the last fiscal year? Me neither. But it's a lot. Like, deck yourself out in diamonds that are encrusted with bigger diamonds type of money. This isn't a problem. It's an opportunity.

Grab your guns, get your friends, and fly the heck up to the station as soon as you can. It's time to earn.



ABOUT THIS GUIDE

This guide covers all of the enemies, maps, missions, characters, skills, and goodies that you find in *Borderlands: The Pre-Sequel*. We'll help you master the tools of the trade, find better gear, and know what to equip to blow epic holes in the biggest badasses. It's a living, right?

Here's how the guide is set up:

We're going to cover the interface, options, and gameplay first, so that you know what you're doing. **A Corporate Guide to Aggressive Response in a Hostile Work Environment** is especially important to newcomers of the series, because they'll need to find out about weapon types, damage output, Second Wind techniques, and so forth. Even veterans of the series should consider a quick brush up on these topics because there are new weapons (lasers!) and damage types (Cryo) to enjoy.



Next, we'll take you through the classes with **Hyperion's Best Hired Guns**. When you create a character, you choose to play as one of four Vault Hunters. This chapter teaches you how to get the most out of each class by giving details about their skills and tactics.



With these topics completed, we'll get into the main game. The next chapter,**You Don't Know Jack**, takes you through the story, nailing all of the major bad guys and essential missions as you save Elpis from many threats.

Optional Missions that aren't required to complete the story are in the following chapter, **Moonlighting**.



Problem Solving Through Better Munitions is the chapter on weaponry. We'll explain much more about the manufacturers that make the guns we all enjoy. Covering each weapon in the game would take thousands and thousands of pages, so we'll try to give you an idea of what to look for without getting completely exhaustive.



Peeling the Scavs is all about the bad guys. It's a chapter on the things that go bump in the night. After you've blown an entire group of enemies into the wall, use these entries to figure out who you just killed. It's useful for locating their next of kin. We'll give you tips on dispatching the nastier targets, because that's what friends are for.



Having It All is our private vault of secrets. When you need to know how to get an Achievement or Trophy, unlock more skins for your character, or find all of the Challenges on Elpis, this is the place to go. We've tried to avoid spoilers as much as possible, but this is one of the few places that is mildly dangerous if you don't want to know anything about the game ahead.



A CORPORATE GUIDE TO AGGRESSIVE RESPONSE IN A HOSTILE WORK ENVIRONMENT

Working as a Hyperion security contractor has never been a better opportunity. With flexible hours, competitive compensation, and plausible deniability for all parties, you can afford to join our ranks today. To enlist, simply place your hand/paw/data appendage on the tablet provided below and say "I agree" after reading our contractor licensing agreement.

There, now that you've signed away all basic human and robotic rights to Hyperion, we can begin. Let's tell you how you can be the best for the company.

GAME OPTIONS AND SETTINGS

Before engaging in any firefights, load your game and look at the main menu. This is where you invite friends to play (up to three of them can join your team). The controls for this are over on the right. Click on empty team slots to invite friends and then start the game whenever you're ready.



At the bottom of the screen are options for selecting your character and network settings. Switch between characters at leisure; you're able to play with a variety of classes, and there's no harm in having at least one of every class. You can even keep characters divided for team use and soloing, if you have a specific group of friends that you like leveling up alongside.

Network Options lets you choose how picky you are about teaming up with others.

Network Options

SETTING	RESULT
Online Friends Only	You can only invite or be invited by your existing friends
Online Invite Only	Friends can't just drop by to join you; they have to be invited to get into your game
Online Public	Play with anyone
LAN	Only local players are allowed to join your game
Offline	It's just you and you alone
Offline with a Friend	Play split screen on a single console

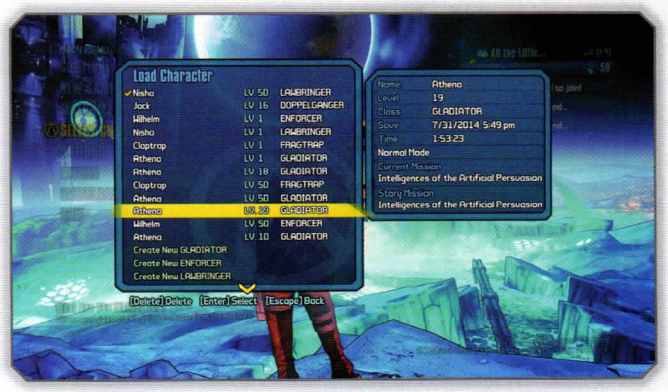


To join another group, either ask friends to start a game of their own or use the Matchmaking system to look for other people who are playing. Try Quick Match if you aren't worried about who you play with or try the Match Browser to have more control over which groups you end up with.

Select New Game and Make a Character

If you want to hop right in, choose New Game. Watch the intro and make yourself a character. There are four classes from which to choose. All of them are discussed in the next chapter, **Hyperion's Best Hired Guns**. You can switch around the character's heads and skins to get a more personalized look, and then name your character whatever you want (within reason).

Once that's all done, the game begins. Play to your heart's content, and come back whenever you like. *Borderlands* saves often, so you won't have to worry about losing your progress.

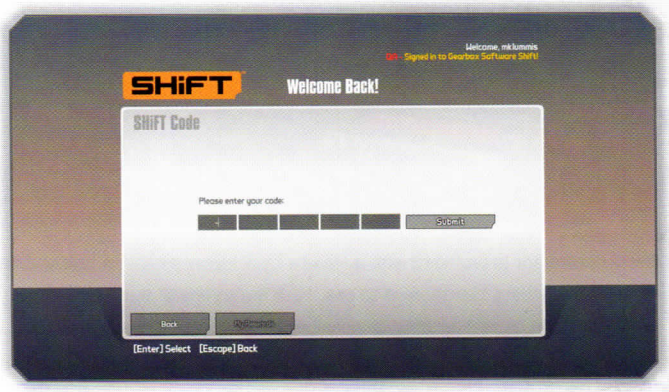


Extras

There are several things to do here. The Credits tell you who worked on this cool game. Take a look to give them some props, and then hit escape/start if you need to get back to the action before they finish.

Player Loyalty Rewards is a way to grab free Moonstones if the game finds an account for *Borderlands* or *Borderlands 2* on your system. It's possible to farm these useful items over time, so you aren't missing out on anything unique if you don't have your old games still installed.

The most important option under Extras is SHiFT Code. Use that to get extra loot and more missions in the game. Agree to their terms (which are far less daunting than Hyperion's) and sign up for an account. Finish this process by registering and logging into your SHiFT account.



DLC

Borderlands games always have nice downloadable content, and this one is no exception! We can't tell you what's ahead, but this is where you'll go to unlock everything.

Options

To configure your game, go into the Options Menu. The Gameplay options let you control how some of the commands function while you're playing. If you prefer crouch and aiming to be toggles instead of controls that you have to hold down, that can be changed here. Turn off duels with other players if they're annoying you, turn off gore if you're not into that type of thing, and look at the other choices. Most of these won't dramatically influence your game; they're just a way to customize your experience.

The audio options control the game's various sound types and subtitles and provide choices for any microphones you have (if you're using them to communicate in multiplayer).

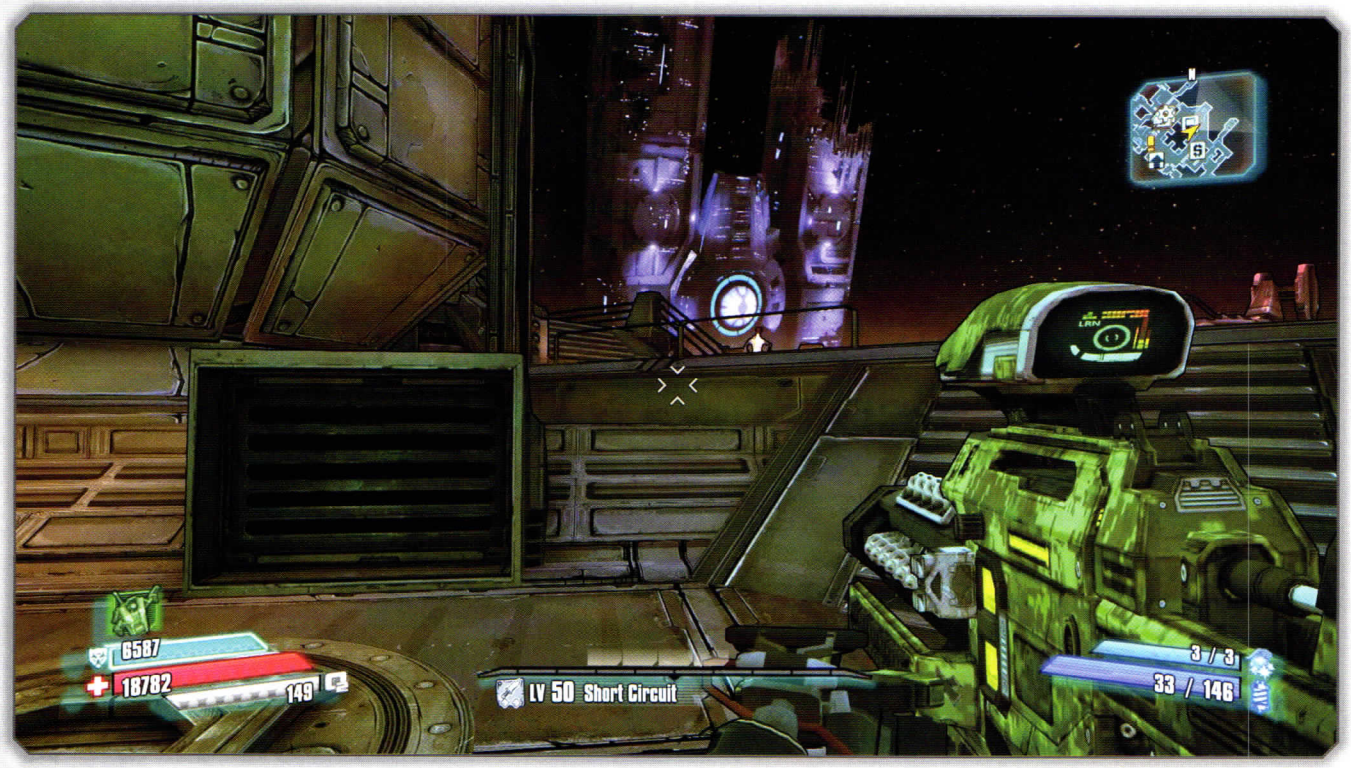
Go into the video menu to mess with your HUD scaling, field of view, and graphic settings. Of these, your field of view has a massive impact on your game. The default for *Borderlands: The Pre-Sequel* is pretty darn good, but fans of shooters often have a field of view setting that matches their playstyle. Toy around with this to expand your view or narrow it.

Another way to change the feel of the game is to alter the control scheme. That's the last section of the Options Menu. Go there and make sure that the controls for the game are exactly what you want. Even tiny changes here make the game more easily fit your playstyle and feel more reactive.





UNDERSTANDING YOUR HUD



Every contractor is provided with a Head's Up Display (HUD) so that your entire view of the world comes directly from Hyperion. Take a look around and see everything that there is to see. Your main view of the area around your character is relatively clear so that you can acquire targets and eliminate them as comfortably as possible.

The Weapon Reticule

In the center of your HUD is a targeting reticule. White is the default, and your reticule changes color whenever it highlights a target. If it turns green, that means that a Hyperion-friendly target is ahead of you. No damage is inflicted if you fire on a friendly target. All of your weapons are programmed to fire harmless, blank shots in this circumstance, so teammates and other neutral targets won't be injured even if you shoot them in the head.

Centering the reticule on a hostile target causes it to turn red. That's all the permission you need to eliminate said threat against Hyperion's business interests. The name, level, and health of these targets appear above them. You can quickly assess their health/armor, shields, and whether they're close enough in level to be defeatable. Anything with a skull by their name instead of a level number is going to be extremely hard to kill. Use all possible caution.



Health, Shields, and Oxygen

The lower left side of the screen has a wealth of information. The red bar down there reflects your current health. As it depletes, you are getting closer and closer to death. Keep this bar filled by collecting Health Now! Kits (and try to avoid taking damage in the first place).

Once you have a shield, a blue bar fills and rests on top of your health bar. This is a reflection of your shields. Shields are depleted before you start to take health damage, and they regenerate fairly quickly if you spend time outside of battle. Hide, take cover, and avoid taking damage so that your shields start to recharge.



The grey bar at the bottom appears once you have an oxygen (O2) generator. O2 units allow your character to walk outside on Elpis without the unpleasant experience of suffocation. The bar depletes slowly and consistently whether you stand still, walk, sprint, or jump. Oxygen is only used quickly if you do things like double jump; this action requires oxygen to function, so it cannot be done if you're currently out of oxygen.

Replenish oxygen by walking into an area that is already generating atmosphere. Natural vents from the ground, shielded buildings, and large oxygen installations all serve this function.

The Action Skill

Above the health and shield indicators is an icon that corresponds to your class's action skill. While the bar is filling, your skill is unavailable. Once it is full and turns green, you're ready to cook with heat. Press the button to activate your action skill, and make the most of it for as long as you can.



Levels, Experience, and Buffs

The bottom of the screen has a blue bar with 10 pips. That's your experience. It fills as you complete missions and kill enemies. Once it's full, the bar empties as you gain a level, and it's time to start filling it up again.

There are 50 levels in *Borderlands: The Pre-Sequel*. Hyperion forbids its employees to advance beyond this point, because of reasons. It's in your contract.

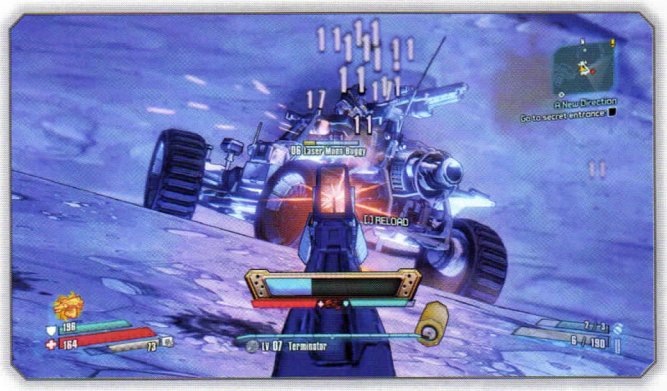
The number below your experience bar shows your current level. The icon to the left depends on your class, and the title to the right is a name determined by your class mod.



Positive and negative effects that influence your character appear as icons near your experience bar. Look at these to figure out what is happening to you and to get an idea how long each effect lasts. Once you get a feel for these timings, you won't need to look at the bar as often (allowing you to pay more attention to the people you're pacifying).

Grenades and Ammunition

The bottom right side of the screen has your current inventory of grenades and ammunition for whatever weapon type you're currently wielding. For ammo, the number on the left is for the quantity remaining in your magazine. When it reaches zero, you're forced to reload or switch weapons to keep firing. The number on the right is your total amount of ammunition for that weapon. If that reaches zero, you'd better find another type of weapon to shoot. Otherwise, it's melee only for you.



Missions and the Mini-map

Look on the upper right to see where you are. The mini-map offers fast information about your orientation, the location of mission targets nearby, and more. Enemies show up as red diamonds and are easily located. Mission targets are blue.

Beneath the map is a summary of your current mission. Read that to figure out what you need to do to move forward. The summary lists the name of your mission and its next goal. To change your tracked mission, go into the Mission Log screen and choose an alternative mission to track.



Controls and What They Do For You

Borderlands can be played with a variety of controls, including mice, keyboards, and controllers. As such, it's inappropriate to list the controls for each action throughout the guide. For example, saying press "A" to do this won't be accurate for all of the people who are playing. Instead, we're going to use commands instead of controls. Thus, we'll say jump, fire, use a melee attack, or open the chests instead of relying on the buttons that trigger these actions.

IMPORTANT CONCEPTS

That's enough of the basics. It's time to research Hyperion-approved methods of moving, shooting, and looting. Failure to comply with these standards can be grounds for termination.



Movement

Now we'll explain Hyperion's standard operating procedures for movement. You'd think that we'd provide vehicular transport for all our contractors on Elpis, but you'd be wrong. Contractors are encouraged to walk, sprint, and commandeer their own vehicles. This reduces healthcare expenses.

Getting Around

If you're feeling impatient, take skills that make it easier to race around the world. Here's a quick table that shows you how many movement skills each Vault Hunter can learn.

Skills That Improve Movement

CLASS	MOVEMENT ENHANCERS
Enforcer	Rapid Reinforcement (Kill Skill), Overcharge (During Action Skill)
Gladiator	Ephodos (During Action Skill), Mercurial (Kill Skill), Blood Rush (Charge),
Lawbringer	Jurisdiction (During Action Skill)
Fragtrap	Death Machine (Kill Skill), Float Like a Bee (Melee Kill Skill)



WALKING AROUND

Walk forward and backward to get a feeling for the controls, and use either your mouse or controller to turn or look around the area. You've now mastered basic motor control. You have also qualified for a position in management at Hyperion. Congratulations.

STRAFING

Move directly to your left or right to dodge incoming attacks or get behind cover. Strafing is useful during gunfights because it lets you keep your eyes on your targets ahead while taking defensive actions.



Avoid making slow turns when you have targets ahead. Every second that you waste looking around is time that you could spend ventilating your enemies. Be productive.

SPRINT

Hold down sprint to run quickly in whatever direction you're already moving. For most characters, sprint disables your ability to fire weapons. Use this as a defensive action to reach cover, get into melee range, or cross larger distances without wasting time.

RUN AND RELOAD

Though you can't normally shoot and run, it's entirely possible to reload while moving! If you need to switch weapons, reload, or seek cover, sprint toward a safe area and get several things done simultaneously.



JUMP

Jumping lets you reach elevated areas even if they don't have OSHA-compliant ladders. Because most OSHA agents get eaten when they try to investigate Scav workplaces, ladders and other safety features aren't big features on Elpis. Learn to jump as high as possible so that you can explore rooftops and look for out of the way chests with better loot.

Elpis has diminished gravity compared with Pandora or Helios Station. When on Elpis, your jumps get you quite high. Don't be afraid of falling damage. Hyperion did away with that quite some time ago, after a series of horrible deaths during Freefall Fridays!

DOUBLE JUMP

Once you equip an Oz kit, your character can make double jumps. These offer increased height and aerial control, so you can change direction quickly and get across much larger gaps. It costs some of your Oxygen supply to do this, but it's often worthwhile and Oxygen is fairly easy to acquire from a variety of sources.



To double jump, simply use jump a second time while already airborne. Make sure that you're trying to move in the desired direction before you press the jump button a second time because that initial burst of speed is very important for changing your momentum.

SLAM AND FAST FALLS

What goes up, must come down. When you're high in the air, use the crouch command to quickly drop out of the sky. This is useful for getting to the ground much faster than you would otherwise. If you're making a jump onto a small platform and are worried about overshooting it, use this trick to land quickly while it's still safe.

If enemies are underneath you when you land, they'll take damage from this slam attack. The higher you are when you start the slam, the more damage you do when you land. There are a number of challenges that reward you for slamming enemies, so practice it and get the technique down early.

CROUCH

Take a knee and use cover to reduce the size of your profile. The harder you are to hit, the better life is (or longer, at least). This is beneficial for avoiding excessive damage, and it's also important because it's harder to snipe when you're getting hit.



VEHICLES

The larger, open maps on Elpis have vehicle stations that let you spawn a ride at no cost to your character. All of these expenses are comped by Hyperion, so it won't even matter if you run your Stingrays into the lava over and over. The accountants up on the fourth floor might cry, but who cares?

While driving a vehicle, use your mouse or controller to point wherever you want to go. *Borderlands* vehicles automatically adjust to your desired direction and adjust their orientation to match it. So, point where you want to drive and get going.

When driving, you get access to special abilities (vehicle boosts) that help you get around more easily. The fuel for these abilities is shown in the lower left; it's an orange bar that is used quickly but replenishes over time. Buggies have a powerful overdrive system that helps for getting up tough climbs or running up ramps. It's also faster for general travel. Stingrays levitate higher than usual, so they jump quite well too if you time their ability properly.

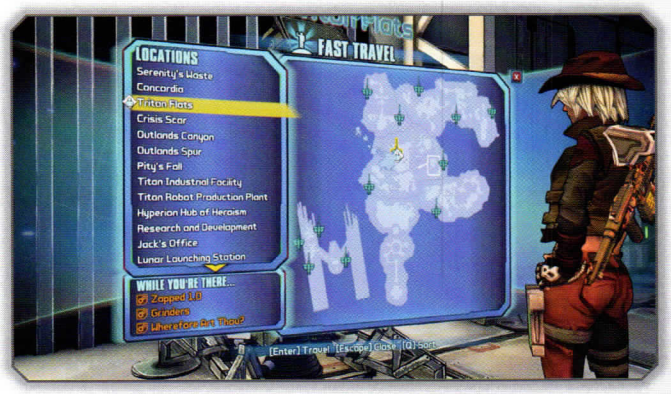


FAST TRAVEL

Look for Fast Travel stations near the entrance to most regions. All Hyperion contractors are authorized to zip around on these whenever possible, as long as it helps them to complete their missions in a timely and cost-effective manner.

Use Fast Travel to switch between maps with almost no delay. It's perfect for getting back to town, tracking down optional missions, and hunting in areas that have had their enemies and treasure respawn.

As you highlight each area in the transit menu, look near the bottom of the screen to see if there are any missions still being worked on there. This is a fast and convenient way to tell if you have anything specific to do in the selected area.



Negotiating With Locals

Walking around isn't going to get much done. Elpis isn't a place for the faint of heart, and the locals aren't usually cooperative. The application of force is authorized in a wide and unsettling number of circumstances. Ask yourself these questions before using lethal force:

- DO I NEED TO KILL TO COMPLETE MY MISSION?
- WOULD KILLING THESE ENEMIES BE GOOD FOR THE COMPANY?
- DOES TODAY END IN A "Y?"



If you find yourself answering yes to any of these questions, you're authorized to use violence to solve your current problem. Hyperion thanks you for your assertive pursuit of success!

MELEE ATTACKS

Most characters only use melee attacks when they're very close to their enemies and don't have a short-range weapon equipped. Melee attacks do decent damage, but they're fairly slow and are best used to finish off wounded targets, especially if you're out of ammo and need to reload.

That said, some characters have skills that make their melee attacks far more effective. Athena is especially known for having dangerous melee attacks, but the build you choose for each character is the primary factor in whether melee is the right decision at any given moment.



HIP FIRE

Shooting from the hip is the term for attacks that are made without using your zoom/sights to raise firing accuracy. It's faster to fire a weapon from the hip, but the reduced chance of hitting makes it a better idea for short-range weapons and situations. Long-range attacks are better suited for aiming down your sights.

Firing from the hip is as simple as pressing a button. Shoot whenever you like and keep your reticule on your opponent (preferably on their weak points). There's not much more to it.



AIM

Weapons with longer range are often at their best when you zoom in and use their sights/scopes. Use this command to raise your weapon, aim, and then fire when you're ready. Snipe like this to kill enemies when they're farther away so that your character takes less damage. Sniper rifles are the best weapons for this type of attack, but many guns are good for aimed attacks.

When you're trying to figure out whether to aim or shoot from the hip, make a calculation in your head. If you think that you can hit the target most of the time without aiming, use hip firing. The increased speed of engagement is more likely to pay for itself. If you don't think that you can hit the target most of the time without aiming, then you'd darn well better aim first!



It's easy to get into the habit of aiming like this all the time, but short-range enemies are hard to hit if you rely on this technique too often. Hip firing is much more reactive if you're dealing with targets that are moving close by, because you often have to turn to continue engaging them rather than simply move your weapon a few degrees.

ACCURACY

All guns have an accuracy rating that determines the likelihood of hitting the exact spot on the reticule that you're aiming toward. The higher this value, the better your chance of nailing your targets. Using sights/scopes improves your accuracy, but burst fire and automatic weapons reduce it by causing greater weapon sway when firing.



Expect faster weapons to be less accurate and eat through ammo, while slower weapons make each shot count but have less potential damage because of their increased time between shots.

RELOADING

Your characters reload guns automatically if you try to fire anything that's run out of ammunition. However, this is very inconvenient during a firefight. Scavs don't usually stop firing just because you ask for a quick break. It's smart to reload any time you get a moment to breathe, and it's even smarter to make a habit of it. Are you behind cover? Reload. Are the enemies too far away to engage? Reload. Do you just feel like reloading? Reload.

THE TEDIORE EXCEPTION

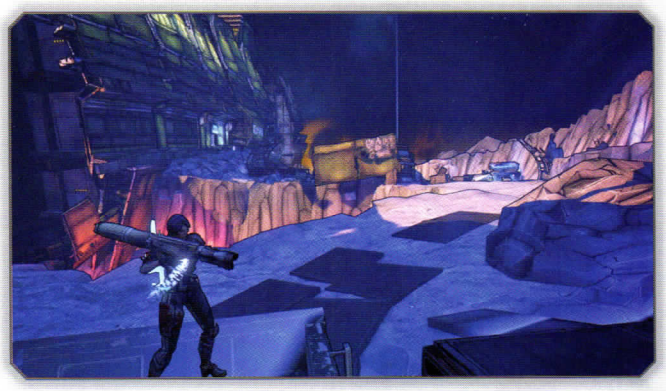
Compulsive reloading is a good habit most of the time, but it has one big weakness. Tediore weapons waste ammo if you reload them prematurely. Your character throws the weapon away, magazine and all. It then explodes and damages any enemies that it hits. If you're too close you take damage too, so that's not cool.



Think of reloading Tediore weapons as making an attack. Don't do it until you've targeted something that needs to have a bad day!

SWITCHING WEAPONS

There are commands to switch weapons by either scrolling through the ones you have equipped or jumping directly to specific guns in your quickslots (1, 2, 3, or 4). If you're outside of combat, either option works well. During a fight, it's better to avoid wasting time. Jump to the weapon you need and get the job done. It takes about a second to change weapons, and accidentally ending up with the wrong one can be disastrous.



To help with this, make sure that you equip your weapons in the best slots for their function. Put your favorite weapon in slot 1 and then use the other slots for specific roles. "I always keep my long-range weapon in slot 2, a good elemental weapon in slot 3, and a Second Wind weapon in slot 4." Try to be consistent so that it becomes second nature to switch to whatever you need when the situation demands it.

DAMAGE TYPES

Not all damage is the same. Some targets are hurt more by fire; others are doomed if they take corrosive damage. You should learn when and where to use each type of damage to kill your enemies efficiently.

Non-elemental damage is the most common variety. Guns that don't say otherwise usually inflict that type of damage against their targets. Nothing is particularly weak or strong against non-elemental weapons, so they're ideal for mixed battles with a variety of enemies.

Explosive damage is fairly universal too. Torgue weapons and rocket launchers are usually set to do explosive damage. Most explosive attacks are a bit slower but have an area of effect and can take down groups more easily than single-target weapons.



Incendiary damage is wonderful against organic targets. Armored enemies have a yellow health bar; they're strong against fire, so avoid using it when you're fighting them. Shielded enemies have a blue health bar above their nice red health bar. Ideally, you want to use a non-incendiary weapon to diminish any shields that a target has and then switch to fire to finish the job. The bonus damage you deal is quite impressive.

Shock weapons are the ultimate shield killers. They'll drop enemies' shields so quickly that they won't even know what hit 'em. During cooperative play, having a person with shock weapons and an ally with fire weapons is brutal. You clean up enemies so quickly that it's amazing. This is even better if you give the fire wielder a ton of kill skills and let the shock user focus only on shield busting.



Corrosive damage is situational. It's only great against armored targets, so keep a weapon like this in your inventory but only break it out when you're going into areas that have known targets of that type. Once you have more weapon slots, consider keeping one equipped all the time but on a lower slot that you don't use as often.

Cryo damage is new! It's not a direct killer in terms of raw numbers, but it's wonderful for disabling your enemies and giving the group time to smash them. Cryo damage has a chance to freeze its victims, stopping their movement and attacks for a short time. Kill them before they recover, and use melee against frozen enemies for even more fun.

Damage Modifiers in the Normal Game

DAMAGE TYPE	VS. FLESH	VS. ARMOR	VS. SHIELDS
Corrosive	90%	150%	75%
Cryo	100%	100%	75%
Explosive	100%	100%	80%
Incendiary	150%	75%	75%
Non-Elemental	100%	100%	100%
Shock	100%	100%	200%

Damage Modifiers in True Vault Hunter Mode

DAMAGE TYPE	VS. FLESH	VS. ARMOR	VS. SHIELDS
Corrosive	60%	175%	40%
Cryo	100%	100%	40%
Explosive	100%	100%	80%
Incendiary	175%	40%	40%
Non-Elemental	100%	100%	100%
Shock	100%	100%	250%

BURST FIRE

Dahl makes a number of burst weapons. These units fire several rounds at once when they're aimed for an attack. Though tough on ammunition, these weapons are lethal when aimed correctly. Shoot for weak points on your victims and watch them turn into jelly.

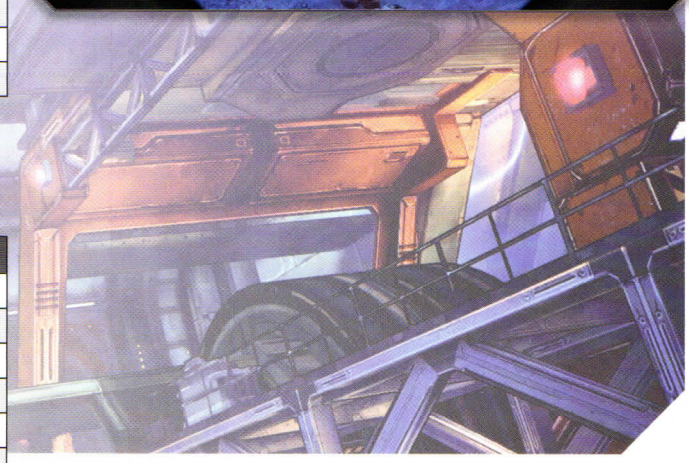


CRITICAL HITS AND WEAK POINTS

Everyone has a weakness; your enemies are no exception! Look for areas that are visibly exposed on your victims. Heads are usually weak for humanoids, but power cells, gas tanks, and other points may be weak for other targets. When you shoot these vulnerable areas, your character scores a critical hit. These do more damage and are also tracked for a number of challenges (so that you can get more Badass Tokens).

As long as you don't waste too much time lining up your shots, it's preferable to aim for weak points. This is even more the case with slow-firing weapons. Sniper rifles are excellent for taking down enemies via critical hits.





WEAPON DIFFERENCES

There are millions of weapon combinations in *Borderlands: The Pre-Sequel*. And no, we're not exaggerating. High-end companies, like Hyperion, make a wide range of products to fit every violent occasion. There are also competitors that make inferior weapons that frequently jam, detonate, or shoot your allies in the face. Never purchase those.*

**Hyperion's legal department wishes to remind you that the statement above applies to various weapon makers and not necessarily to specific companies like Dahl, Tediore, Torgue, Jakobs, Vladof, or Maliwan.*

Get to know the differences between the major types of weapons. Each category has its own niche, and you can accomplish much more if you use the right tools for each encounter.

PISTOLS



Pistols give you moderate damage and range. They're flexible weapons that don't have many downsides. If you're looking for a weapon that is useful regardless of the circumstances, a non-elemental pistol fits the bill perfectly.

SHOTGUNS

Shotguns have smaller magazines and often fail to be effective at long range. However, they're excellent for high burst damage when you're close to your targets. Use these in close quarters or for ambushing enemies that are just coming out of their spawning areas.



Shotguns also make wonderful Second Wind weapons. Their high damage is great for bringing down targets before you run out of time, and the limited range isn't a big issue because characters that are trying to revive can't aim anyway. They need to fight enemies that are nearby.

SUBMACHINE GUNS (SMGS)

SMGs expend ammo faster than almost any weapon, and they put plenty of damage on their targets if you can control them. Their accuracy isn't great, so high player skill is a factor when using SMGs at longer ranges.



Because you get more shots on each target, SMGs are very nice when they have elemental properties. You're able to land your effects quickly.

LASERS

Lasers are versatile weapons. The type of projectile they produce is dependent upon which manufacturer's barrel is attached to that particular weapon. Some function like rail guns, requiring medium range. Lasers also come in other varieties like splitters, beams, and blasters.



ROCKET LAUNCHERS

Rocket launchers are expensive to use (requiring the most costly ammo), but money is meant to be used. What better thing to buy this holiday season than a rocket for the person you love?



Rocket launchers have incredible burst damage, are usually explosive, hit everything in a small area, and take quite some time to reload. Like shotguns, they're wonderful for Second Wind weapons when you need a kill ASAP. Rocket launchers are also effective against larger bosses that are easy to hit but have stunning quantities of health to burn through.

SNIPER RIFLES

Sniper rifles are the best long-range weapons. Engage targets before they see you, aim for weak points as often as possible, and watch the kills roll in without taking much return fire. You couldn't ask for a better mix of accuracy, damage per shot, and overall lethality. However, sniper rifles are awful at short range. Their slow firing rate makes them awkward to use against mobile opponents that are closing in on your position. Pair your sniper rifle with a shotgun, pistol, or SMG so that you always have an option if anything gets close to your character.



ASSAULT RIFLES

Assault rifles offer some of the same flexibility that you see in pistols; they're good for a variety of ranges and circumstances. They chew through ammo faster than most pistols, so that's a slight downside, but their increased damage output from a high firing rate can compensate for that.

Assault rifles are usually quite good at medium range, though the manufacturer and design of the rifle in question may influence that quite heavily.



This Is a Quick Overview

We're giving you a fast tour of general weapon types here, but there are huge differences in each gun that depend on rarity, the manufacturer, special properties, levels, and so forth. To get a much deeper analysis of weapons, read our weapons chapter, Problem Solving Through Better Munitions.

GRENADES

Grenades give you quick access to explosive weapons without having to switch guns. These are great to use when you're about to seek cover because the enemies get injured or killed and have to waste time running away from the grenade if they don't want to take damage (and, yes, the enemies in *Borderlands* do their best to avoid eating grenade damage). Your grenades buy you time to reload, wait for shields to start recharging, and so forth.

Throw grenades around corners, behind cover, and wait for the big boom. As with other weapons in *Borderlands*, there are many types of grenades with a huge range in their stats. Don't be fooled into going only for high damage statistics. Grenades with short fuses are incredibly useful when you're trying to simply kill your enemies. The sooner the explosion, the more likely it is to hit its targets.



If you love grenades, make sure to prioritize them when buying upgrades at the black market. The default carrying capacity for grenades is merely three. That's not a lot to work with, and having several more slots gives you a huge increase in explosive potential.

HEALTH

Without your health, you don't have anything. Keep your character alive by using cover, avoiding fights when your shields are down, and by grabbing Health Now! whenever you see one on the ground.

Shields regenerate if you give them time to rest between engagements, but health doesn't come back unless someone is actively healing you (Claptrap skills, Wilhelm's action skill, etc.). If you're really desperate, flee battle entirely and go back to the vending machines in an area. You can purchase a Health Now! hypo from vending machines if you're in really bad shape.



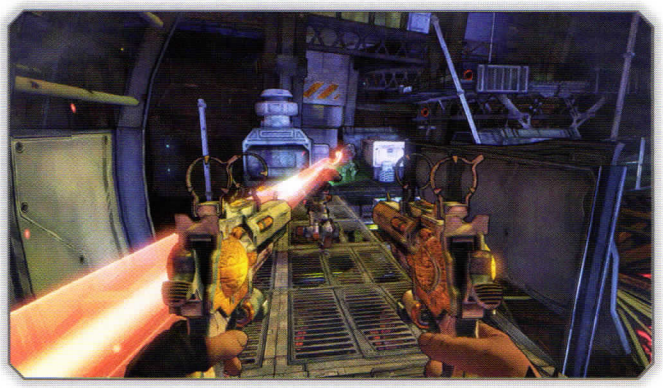
If your health drops all the way to zero, you drop to the ground and have to get a Second Wind to rally. We'll talk about that in a moment.

To raise your character's health, gain levels, look for equipment with bonus health, check available skills to see if any of them raise this stat, and invest Badass Tokens in maximum health whenever possible.

SHIELDS

Shields absorb damage so that you don't lose health early in an engagement. Be very aware of your current shield value because things go south quickly once your shields fail. Some shields rely on recharging as fast as possible to keep you alive. Use hit-and-run tactics to make the most of them (because shields don't regenerate until they haven't taken damage for the full length of their delay time).

Larger-capacity shields are best for single, longer engagements. These are fun when you want to make the best use of burst damage skills and weapons. However, high-capacity shields usually are rough to recharge. That means that they're very poor against enemies with shock weaponry. They'll peel off your shields in no time, and you won't easily be able to recharge them.



SHOCK WEAPONS KILL HIGH-CAPACITY SHIELDS

Turtle-type shields trade health for even higher capacity. Never use them against enemies with shock weapons; you're digging your own grave.

Some shields have special properties that trigger when they fail. Take note of these and work them into your playstyle if possible. Novas (the ones that explode when they're depleted) are quite useful for characters that get into the thick of things and fight at close range. They're almost worthless for a sniper because few enemies get in range of the blast.

Look for shields that match your favorite fighting techniques so that you're even better at what you do!

SECOND WIND

We mentioned that you collapse if your health reaches zero. At that time, you have to fight for your life by crawling around and shooting at your enemies while a timer dwindles. If the timer runs out, you're dead. Resurrection is almost instant, but you lose 10% of your money on hand and have to be reborn at the nearest reconstruction terminal (these New-U stations are found all over Elpis and Helios Station).

To survive during a Second Wind, you have to kill something. Wounded targets are the best, as are any enemies that don't have much health in the first place. Don't go after bosses or badasses unless they're already at death's door.

You can't aim when you're dying, and movement is tough. Choose your target as quickly as possible, and try not to freak out. Get your reticule on the enemy, fire away, and hope for the best. You can reload while dying, but that's valuable time wasted. Consider switching weapons instead, unless your current weapon reloads very quickly.



It's usually good to have a Second Wind weapon equipped at all times. It should always be fully loaded, have high burst damage, and be useful at short range. Shotguns and rocket launchers are wonderful for this, and sniper rifles are the worst.

If you're at low health and no enemies are close by, seek cover and don't let yourself go down to long-range enemy fire. That's the worst situation in the world because you're unlikely to return fire effectively.

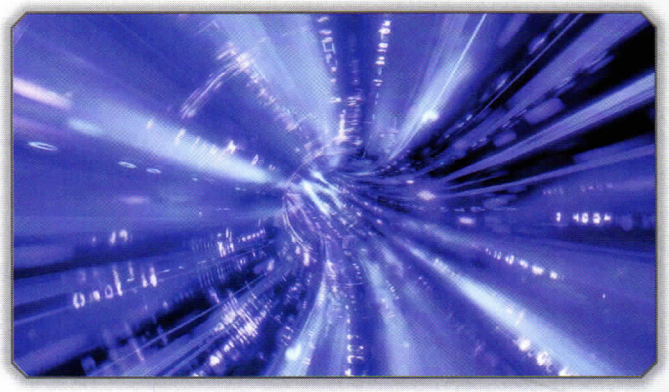
Another nightmare scenario is going down to elemental effects after all of your enemies are dead. If you're taking fire or corrosive damage over time, DO NOT KILL YOUR LAST TARGET. It's actually better to let them take you out and then go for the Second Wind. Otherwise, you can collapse after the fight and end up without anyone to shoot.



Anyone who revives via a Second Wind gets a hefty charge of shields and some of their health back. When you're really trashed in a fight, it's even nice to let weaker enemies take you out intentionally. If you're very secure in your Second Wind chances, this is a good way to revive and get free health and shields in one free swoop. This is risky, but that's why you get paid the big bucks.

DEATH AND RESURRECTION

Death happens. It's preferable when it happens to Scavs, but sometimes it's unavoidable even for you. In such an eventuality, your character is reconstructed at a New-U station and 10% of your money is instantly ripped from your account. Saving large sums of money is often disadvantageous for this reason. It's better to keep yourself well stocked on ammunition, useful weapons, and anything else that comes up. You're never charged based on your potential amount of wealth; only cash on hand.



After resurrecting, you have full shields and full health and can get back to whatever you were working on. Your character is often just a minute or so away from the action, so it isn't a major hassle except for the loss of your hard-earned cash.

HAZARDS



Watch out for damage and deaths that could easily be avoided. Explosive/elemental barrels, deadly falls, and frozen plants are all obstacles in the environment. These things can end up killing you more often than your enemies if you're imprudent while driving or take cover in the wrong areas.

Keep a lookout for barrels when you're taking cover. These containers explode if shot, and they deal some type of elemental damage, as determined by the type of canister. Use this to your advantage by shooting the containers ahead of time, especially if enemies are standing near them.

Pits of various sorts instantly kill anyone who falls into them. Use double jumps to leap back to safety if you ever explore the side of a ledge and realize that there's no ground under your feet. When driving, use extra caution because it's easy to ride over an edge and fall to your death. Until you know an area, drive a bit slower and pan your camera around to see what's around your vehicle.

Making a More Marketable Mercenary

Once you've adjusted to using your HUD, moving, and shooting, you get to handle the more challenging elements of Hyperion employment. Improve your résumé by mastering skills like cooperative play, leveling, completing challenges, and getting legendary equipment. If you want to make it to the top, this is how you're going to get there.

SOLO VERSUS COOPERATIVE PLAY







Borderlands games change heavily depending on whether you're playing alone or with a group. Enemies get more health and do a bit more damage if you have friends around, but skilled tactics ensure that you still come out ahead when you play with others.

The enemies may be tougher, but the loot is better as well. For more challenging battles *and* a bigger payday, co-op is the way to go.

Differentiating your roles is one of the best ways to get an advantage in co-op play. For two-player matches, divide damage types for a big boost. Use elemental weaponry more effectively by having a softener that uses shock weapons to kill enemy shields and then have a closer with kill skills and fire weapons to finish off targets.

When you add a third player, consider having one person take as many buffing skills as possible so that they can do some damage and raise the damage output of the other players as well. This doesn't pay for itself as quickly in a small group, but three-or four-person parties benefit hugely from having a buffer. Claptrap is a king among robots for this task, if you give it a supportive build.

Reviving is another large change in co-op games. People who go down won't be able to get Second Winds quite as often because the enemies have higher health and might also get killed by teammates. To compensate for this, your allies are able to revive fallen members that are still on their Second Wind timer.

If you're down and don't think that you can get a Second Wind on your own, crawl behind cover and call for help. Nearby allies should respond when you let them know that you're in trouble (if you're playing with good folks), and someone can come to pull you back to your feet.

When you're not the one who goes down, remember two things. Wound, but try not to finish off, nearby opponents so that your downed friend has a better chance of scoring a Second Wind. Then, run over to revive them if they still can't get a kill. If someone is collapsing too often and needing constant help, stop between missions and figure out what everyone can do to make the group more effective.

Because enemy health scales quickly with the addition of more people, you need even more focus on critical hits, buffing, and correct elemental damage use. Be well aware of the damage types for your weapons, and never use anything inappropriate for the enemies that you're fighting. When a target has four times its base health, you don't need to worry as much about losing a second switching weapons because the kills take a bit more time.

It's totally sensible to switch to a shock weapon when your enemies still have shields and then to use almost anything else (with fire being best) to finish off enemies that are exposed.

People who are alone tend to choose a target, kill the target, and then pick their next target. In groups, it's better to have someone who busts all of the shields for every target in range before they switch weapons. Another person can be the killer and work on downing each individual target. Someone else might be supporting with general damage until a person needs healing or revival, and then the supportive player drops their damage role and focuses entirely on getting their injured/fallen friend back up to speed.

The more you play for the team, the better the team becomes. Four soloists playing together are decently effective, but four genuine team players with a little practice can rock the field every time.

CHOOSE THE BEST RANGE AND THE BEST GUN FOR THE JOB

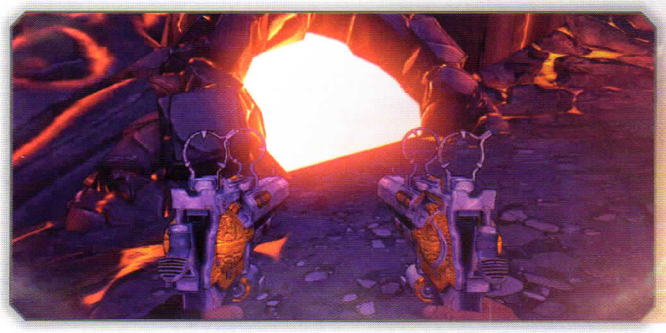
Once you know your guns' firing styles, ideal ranges, and damage output, start to use them only in their correct niches. Don't leave your shotgun out all the time and charge at everything under the sun. Instead, use your assault rifle to engage targets. Stay behind cover and pick off a few villains. Then, switch to your shotgun when any of their people approach so that you have high burst damage to vaporize them.

Make sure that you have at least one short-range weapon and one long-range weapon equipped all the time. Leave yourself options so that you're never the one fighting at a disadvantage.



KNOW HOW ENEMIES APPEAR

Let's talk about the way enemies are made. Sometimes when a mommy Scav and a daddy Scav really like each other ... they go raiding and cause serious problems for local business and infrastructure. But that's not important right now.



There are special areas that create enemies throughout the world. You won't see these bad guys on your map until they've fully emerged from their spawning areas. That might be a building for humanoid opponents, a rocky crag for Kraggons, or a spire for flying enemies. You get the idea. These places always look appropriate for the creatures that live there.

Watch for emerging enemies so that you're able to get the drop on them and attack the foes before they notice that you're there. This is also important for protecting your back and flanks. If targets come out behind you and start landing free attacks, it's going to take you longer to turn around and attack them. That's not so good.

Look at your mini-map to see the places that enemies are appearing, and then watch those structures carefully for the rest of the fight so that you don't get ambushed again. If you have a moment free, get a bead on the enemies that are still getting their bearings and snipe them for easier kills. You aren't paid to be nice.

Don't calm down and assume that a fight is over just because you took out everything on the map. Always wait a moment and reload while looking around. There are sometimes additional waves of opponents to clear out before you're safe to explore and grab loot.



RESPAWNING

Enemies repopulate areas even after you kill off everything that moves. Come back to a location a short time later, and there are more jerks to evict. This allows you to get even more experience, loot, and fun by returning to places that you enjoyed previously.

The same is true for chests of treasure in each location. These take a bit longer to come back, but they'll return in full if you just wait for a while. Save and quit to make this process even faster. When you come back in, many of the things that you've killed or looted will be restored. This also assigns new items to the vending machines, if you're looking for something cool that way.



RUNNING MISSIONS

Missions advance the story or help out people in the area with optional duties. All of these get your character paid and help with accruing additional experience and gear. Look for missions on your map and mini-map. They appear at considerable range, so you know where to hunt for them. Golden exclamation points let you know that a mission is available in that area, so beeline toward it and see if the person/object there has something that you'd like to do.

Results May Vary

Missions don't award a percentage of your needed experience or anything that juicy. As such, you won't get nearly as much of a boost when you complete missions that are trivial in difficulty. Anything that's too far below your level isn't going to be worth much money, experience, or gear. Sometimes it's better to ignore anything you missed and move on to bigger things. That's up to you though!



LEVELING

Your goals are to get experience, acquire heavy gear, and be awesome. Here's how to do more of that. Your characters level when they fill up the experience bar at the bottom of the screen. Do this by killing enemies and completing missions. For the best possible experience, kill enemies that are slightly above your level. Enemies that are far below your level are worth almost nothing, so it's often better to just avoid them.

Missions aren't very good for leveling by themselves, but they award a decent amount of experience in addition to the fighting that you do while completing them. As long as you're working on missions that are at or above your level, it's still fairly productive. Avoid trying to rush into areas just for their mission goals. This ends up adding substantial travel time to your play without getting as much experience from fights or loot from chests. If it's worth going somewhere, it's worth going there to slaughter everything and steal all of their stuff.



Co-op play is so well balanced that you level at a very similar rate to your friends. The people who do the most killing often get slightly ahead over a long play session, but we're not talking about multiple levels of difference. It's more like "Yay, I leveled." "Oh? I still need a few kills."

If there are dramatic level differences between certain players and the host, the lower-level people come up quickly. However, they won't be able to contribute much during their leveling phase, so it's not quite as much fun until they're up to speed. Don't join higher level people unless you know that they're comfortable with this lead-in time before the real action starts.



The XP Table

LEVEL	TOTAL XP REQUIRED	XP TO NEXT LEVEL
1	0	358
2	358	883
3	1,241	1,609
4	2,850	2,526
5	5,376	3,621
6	8,997	4,889
7	13,886	6,322
8	20,208	7,918
9	28,126	9,672
10	37,798	11,579
11	49,377	13,639
12	63,016	15,845
13	78,861	18,200
14	97,061	20,696
15	117,757	23,335
16	141,092	26,114
17	167,206	29,032
18	196,238	32,084
19	228,322	35,273
20	263,595	38,595
21	302,190	42,048
22	344,238	45,635
23	389,873	49,349
24	439,222	53,192
25	492,414	57,164

LEVEL	TOTAL XP REQUIRED	XP TO NEXT LEVEL
26	549,578	61,262
27	610,840	65,485
28	676,325	69,833
29	746,158	74,305
30	820,463	78,900
31	899,363	83,617
32	982,980	88,455
33	1,071,435	93,415
34	1,164,850	98,493
35	1,263,343	103,691
36	1,367,034	109,007
37	1,476,041	114,442
38	1,590,483	119,993
39	1,710,476	125,661
40	1,836,137	131,445
41	1,967,582	137,344
42	2,104,926	143,359
43	2,248,285	149,487
44	2,397,772	155,729
45	2,553,501	162,085
46	2,715,586	168,553
47	2,884,139	175,134
48	3,059,273	181,825
49	3,241,098	188,630
50	3,429,728	195,543

SKILLS AND BUILDS

Skills are one of the most important ways in which you customize your character's combat abilities. Each character starts getting skill points at level 3 (earlier than in previous games). That's when you take your action skill. Action skills are extremely powerful and define a major aspect of your play with that character. Wilhelm gets machines to help him heal and fight, Athena shields herself, Claptrap runs programs with varying effects, and Nisha tries to gun down everything in range. We'll explain how to get the most out of these when we get into the details about each class of Vault Hunter.

After level 3, you grab one skill point every level and can invest it in any of three skill trees. Each class has greatly different skills in their trees. Usually, each class has one tree that is tough to kill and keeps the character alive as long as possible under heavy fire. The other two trees are often different flavors of high damage or offer damage on one side and group utility on the other.

In earlier games, you couldn't go as far into a second tree as you can in *Borderlands: The Pre-Sequel*. Now, it's possible to dive heavily into two trees and get most of the good bonuses out of each. Though you're able to mix and match skills in any of the skill trees, you have to dedicate five points per tier in each tree to unlock higher groups of skills. To get all the way to the capstone (the final skill of a tree), you have to put in 21 skill points.

Skill Points Required for Action Skill	1
Skill Points Required to Unlock and Purchase a Capstone	22
Total Skill Points Possible	48

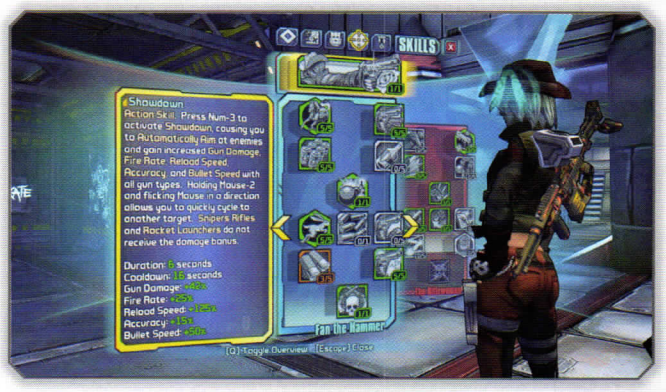


Don't freak out and worry that you're going to hinder your character and make them unenjoyable by taking the "wrong" skills. Not only is this very hard to do no matter what you take, it's also possible to reset your points and invest them in new skills for a modest fee. Do this while you're in Concordia; you can also change your character's appearance that way. Look for a Quick Change station when you're fixin' for a change.

Your build is the combination of these skill choices and a few other factors (your investment in Badass Tokens and your current equipment being the other two major influences).

Don't invest willy nilly in everything that looks good. Come up with a plan for your character that fits a specific role (either in a party or as a solo fighter). Are you interested in long range or short? High survivability or maximum destruction? If you're alone, balance is a good thing. Try to get a build that gives you enough sustainability and damage to get missions done without the frustration of frequent deaths or slow kills.

When you have a party, specialize as much as you can. Have the heavy damage characters abandon all pretense of survivability and let them rely on other party members if something goes wrong. Two killers, a good buffer, and someone tough to revive the party make for a solid combination.



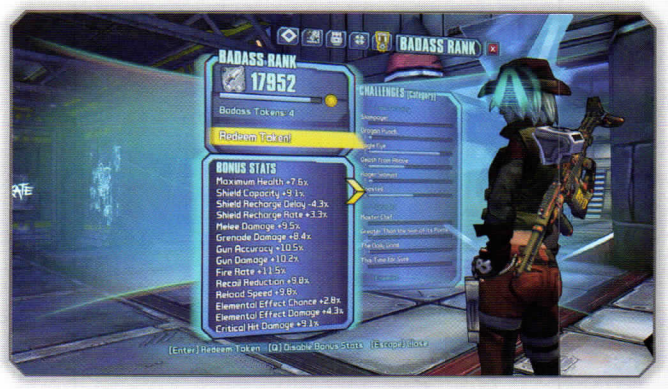
We'll take you through a few good sample builds in our next chapter when we discuss all of the character classes!

CHALLENGES AND BADASS TOKENS

Challenges are optional goals that your characters complete over time. They're not like missions; they are more of a running tally of things that you accomplish. Many involve killing or dealing damage, but there are regional goals that reward exploration and specific conditions. Look in your challenge screen to find out how you're doing with any of these that you've started. Some are hidden until you've found out what they are, but we list the entire group of challenges near the end of the guide. If you don't mind spoilers, take a look!

Challenges have two types of rewards beyond the satisfaction of knowing how cool you are. All challenges raise your Badass Rank. The higher your rank goes, the more Badass Tokens you receive. These are turned in to provide permanent, account-wide bonuses to your Characters—*all* of your characters. Regardless of who you're playing when you unlock a bonus with these tokens, everyone on your account gets the upgrade. This includes characters that you make in the future!

Another nifty thing about challenges is that you get a clean slate for every character you make. You can thus complete each challenge as many times as you have characters, earning more tokens over time. Though the bonuses you gain seem somewhat small at first, the more you play, the more they add up and start to become rather substantial.



Once you've gotten a Badass Token, go into the challenge screen and click on the bar to "Redeem Token." This gives you a list of bonuses; apply the token toward the bonus that you like the most. It's fairly random which bonuses are available for each token you spend, so you can't customize your character with just a single stat. That's good anyway because there are diminishing returns when you invest heavily in individual stats. In the beginning, you get a full percentage point increase with just a single token. Later on, that bonus drops massively, so there are perks for spreading out your bonuses to some extent.

Make sure that you put a few efficient points into every token bonus eventually, but focus your long-term investments into the aspects of play that are most important for the characters you really enjoy.

Badass Token Categories

- MAXIMUM HEALTH
- SHIELD CAPACITY
- SHIELD RECHARGE RATE
- SHIELD RECHARGE DELAY
- GUN DAMAGE
- FIRE RATE
- ACCURACY
- REDUCED RECOIL
- RELOAD SPEED
- CRITICAL DAMAGE BONUS
- MELEE DAMAGE
- GRENADE DAMAGE
- ELEMENTAL EFFECT CHANCE
- ELEMENTAL EFFECT DAMAGE



Because the bonuses are account wide, you won't always be able to say "This plays into my build perfectly." It might for your current character but be almost useless for another one. Try not to sweat that too much. Instead, go for the stats that excite you. Work on gun damage, fire rate, and critical damage bonuses if you're big on the slaughter. Use maximum health, shield capacity, and shield recharge delay if living is more your kick.

FINDING TREASURE

There are many places that hide treasure from your happy Vault Hunters. Enemies drop things when they die, but you should also search safes, lockboxes, chests, weapon containers, and just about anything else that can be pried open. The type of rewards you get from enemies and containers is somewhat fixed, but the actual rewards are highly randomized within those categories.



Enemies, Containers, and Rewards

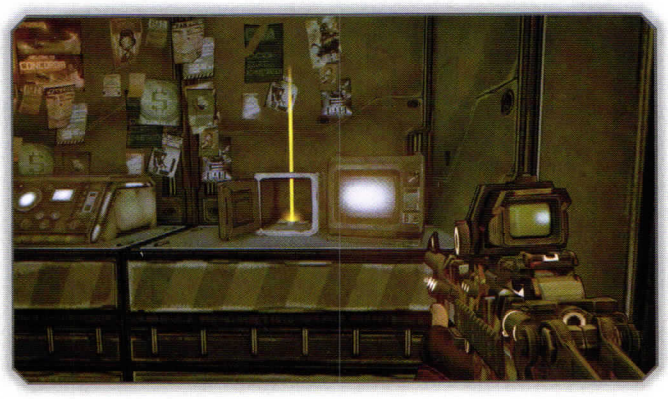
TARGET	POSSIBLE LOOT
Lockers, Lockboxes, and Safes	Money and Moonstones
Boxes and Crates	Ammunition and Grenades
Large Weapon Containers	Ammo and Multiple Pieces of Equipment
Normal Enemies	Health, Oxygen, Money, Potential Equipment
Badasses	Moonstones, Health, Oxygen, Money, Potential Equipment
Bosses	Tons of Loot

The best way to maximize your treasure hunting is to learn how to kill quickly and search areas for the best loot containers. Many of the weapon containers that have the highest potential for goodies are off the beaten path or are found after boss fights.

Make note of your map location when you find a weapon container and make sure to search it each time you return to that area. You might find an entire cluster of lower-quality weapons, or it might be the time that four epic guns show up with the single click of a button.

MAKING AND SPENDING MONEY

Missions get you some cash, but it's not enough to grab tons of equipment and other goodies. Instead, you're supposed to earn money on your own time; that's the joy of being a contractor. To do this, loot cash and sell unneeded gear. The latter is your best source of income throughout the game. You find equipment constantly, and most of it isn't going to be a direct upgrade for whatever you're using. Don't waste money by leaving this gear out in the field. Instead, bring it to a store and switch to the "Sell" tab. Get rid of all that excess equipment and watch the credits roll in. That's real money!

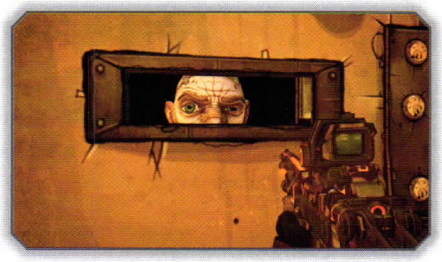


To maximize your equipment sales, be sure to upgrade your backpack storage when you visit the black market in Concordia. This takes Moonstones, but it's worthwhile. You lose piles of cash any time you're forced to leave equipment behind. Think about that when you're deciding how to spend your Moonstones.

USING MOONSTONE CURRENCY

And speaking of that, let's talk about this alternate form of currency. Regular cash has a yellow glow when it's available to pick up. Moonstones show up as cyan, a light blue color. Get these from killing badasses and looting lockers/safes/etc. Then go to Concordia and look for the black market. Spend Moonstones there to get more backpack space, grenade carrying capacity, or ammunition capacity for your various weapon types. All of these are great upgrades for your Vault Hunters.

Moonstones are also used to grind weapons once you've gotten far enough to impress a local business owner in Concordia.



CONCORDIA SERVICES

During the main game, you reach Concordia; it's a town on Elpis that is as close to civilization as you're going to get. They have many services in town, and it's useful to avail yourself of them.

THE BANK

Leave spare equipment and mission items that aren't being used in the bank. They'll be there whenever you return, and there isn't a fee for using this service. Quite nice.

YOUR STASH

While not the most awesome vault around Pandora and its moon, the Stash in Concordia is still nice. Leave equipment here to trade with other characters on your account. All of them share access to the Stash, so don't sell that cool legendary item that you don't need. Save it for someone else who would love and cherish it.



THE BLACK MARKET

We just talked about this one. The black market is run by a slightly deranged man who isn't exactly friendly. But he has stuff that you can't get anywhere else on Elpis. Upgrade your backpack, grenade, and ammo capacity with him by spending Moonstones.

THE GRINDER

The Junk Emporium in town has a Grinder that you eventually get access to. Throw multiple weapons in there to try and make a better version of whatever they are. Combine like with like in the hope of receiving something of higher rarity than what you started with. To make this even better, throw Moonstones into the machine while you're putting the combo together and hope that you get some useful bonuses on the final weapon. In case you're wondering, here is a list of the possible effects of Moonstone items.

Moonstone Bonuses

PROPERTY	BONUS
Fast Learner	Bonus to XP from kills
Harden Up	Improves maximum shields
Boominator	Increases grenade damage
Safeguard	Restores some of your shields on each kill
Oxygenator	Damaging enemies restores Oxygen
Piercing Rounds	Grants a chance to ignore enemy shields
Punisher	Raises critical hit damage
Serenity	Reduces rate of O2 consumption



GAMBLING

Take a tug on a one-armed bandit to see if your luck holds out. You might end up with something good. Or you might not. Whatever; it's only money.

SPENDING GOLDEN KEYS

You sure won't get many golden keys to spend, as they are not available through normal play. These special keys can only be earned by entering a SHiFT code periodically distributed by Gearbox's social media pages. If you do manage to get your hands on one of these valuable keys Concordia is the place to use them. They unlock a wicked-looking chest in the center of town. Don't use your keys early in the leveling process. Wait as long as you're comfortable holding out. If you're really the tough type, get all the way up to level 50 before indulging, because the equipment you get from the chest at that level is lewd.

You never get low-quality stuff when using a golden key.

STORES AND BOOTHS

A wide range of vending machines is located throughout the town. You also find Fast Travel and Quick Change booths here. Quick Change booths let you reset your skill points and/or switch the skin and head of your character. As you play, you find more and more of these visual customization items. Go to the Quick Change booth to preview them and see if you'd like any changes. It's fun to spruce up your Vault Hunter or give them a new look. That's even more important if you play in a group and have another Vault Hunter of the same class on your team.



RARITY: ORANGE IS THE NEW AWESOME

You don't want to look at every single item before deciding whether to use it, grab it to sell, or walk away. There are too many items in the game to worry about. Instead, you should have a few metrics to determine whether an item is worth more than a second of your valuable time.

Rarity and equipment levels are your best options for quickly determining how much something is worth. Anything more than a few levels underneath your character is usually too low to worry about, though you might make exceptions for epic or legendary loot.

Rarity is shown by the color of an item. Before you pick anything up, the item shines with one of several colors. Here is the guide to these.

Rarity Colors

White	Common
Green	Uncommon
Blue	Rare
Purple	Very Rare/Epic
Orange	Legendary



Except very early in the game, **Common** items aren't worth much time. Unless you're dying for an upgrade and are levels behind on a given piece of equipment, it's not worth looking at white items. Grab them to sell if you have backpack space.

Uncommon items are frequently of value. If you don't have anything better, take a look at them. Stay current with your character's level, and use whatever is available.

Rare items are often quite good. They last for a level or two longer than uncommons before feeling antiquated. Even if the stats don't look quite good enough, you may want to equip a rare item and see how it feels. Sometimes they're even better than their stats reveal because of the way they work.

Epic gear is always worth trying out before you decide whether to sell it or keep it. Never walk away from these. They have a high cash value regardless of their combative worth, so you have many reasons to focus on them whenever they appear.



Legendary equipment is hard to find, even when you hunt weapon containers and bosses specifically for their loot. Always equip these items and take them into real battle. You are almost always going to be impressed with them, unless they're dramatically underleveled compared with your character.

True Vault Hunter Mode

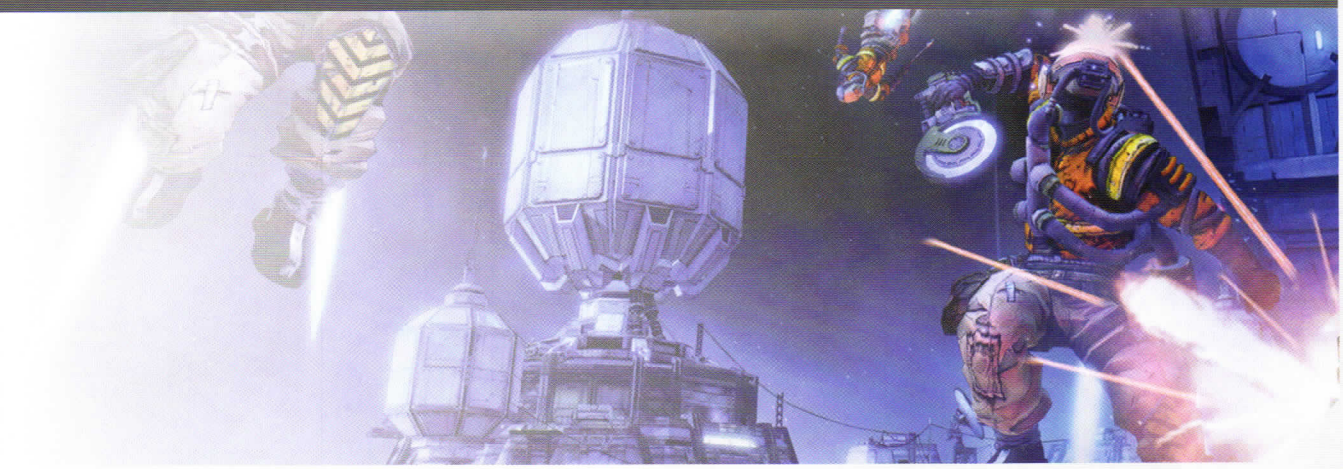
Beating the game isn't the end of your story. Once you finish the last mission, it's possible to restart the game with your equipment, money, levels, Badass Tokens, and stats intact. You begin the story anew but have to face off against much tougher opponents. This is the best way to continue leveling toward 50.

Elemental effects are more pronounced, so their use in combat is much more important for success. Enemies deal more damage and take longer to kill, and there are enough new types that the areas feel new again.



Survival Tips for a True Vault Hunter

- ABUSE ELEMENTAL WEAKNESSES (CARRY SHOCK, CORROSIVE, AND FLAME WEAPONS)
- DIVIDE DUTIES WITH TEAMMATES SO THAT EVERYONE SPECIALIZES IN SOMETHING THAT THEY CAN DO REALLY WELL
- USE ACTION SKILLS FOR EVERY FIGHT, AND REST BETWEEN ENGAGEMENTS SO THAT YOU ALWAYS HAVE SOMETHING READY TO GO
- HIDE MORE OFTEN DURING FIREFIGHTS; GIVE YOUR SHIELDS TIME TO RECHARGE EVEN IN THE MIDDLE OF BATTLE
- TAKE MORE TIME LEVELING, AND DON'T GO INTO AREAS THAT ARE OVER YOUR LEVEL BY MORE THAN A TINY MARGIN
- SPEND TIME BUILDING UP YOUR GEAR BEFORE TAKING ON TOUGH NEW AREAS
- MAKE SURE THAT YOU KNOW THE WEAK POINTS ON EVERY ENEMY TYPE



HYPERION'S BEST HIRED GUNS

ATHENA THE GLADIATOR

"We've got work to do!"

Strengths: Fast Movement Skills, Strong Melee, Good Survivor, and Protector for the Group

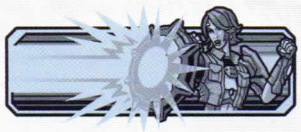
Weaknesses: Requires Great Positioning, Often Takes Heavy Damage

Athena is potentially the toughest of the new Vault Hunters. She has a kinetic shield that blocks incoming damage quite well, many skills to increase her survivability, and the look of a hardened duelist. She's comfortable up close to her victims, with movement speed enhancers and a melee charge later in her career that closes gaps almost instantly.

The downside of Athena is that she doesn't usually have the easy ranged damage that the other Vault Hunters get, and she must be played by an alert person who can keep her positioned toward her foes as often as possible (her shield only blocks damage from a forward arc).

Athena may be one of the more challenging Vault Hunters to master, but she's the best choice for people who want to be right in the middle of all the action.

Action Skill: Kinetic Aspis



Activate to raise your Aspis and absorb all frontal damage. The Aspis can store a finite amount of absorbed damage as energy, based on your level. The Aspis is thrown at the end of the active duration or if you press the button to activate the action skill a second time while it's still going. Targets hit by the Aspis take the base damage of the attack, plus double the amount of stored energy.

Kinetic Aspis allows Athena to tank for her allies and survive under heavy punishment. It's good when soloing because it lets you avoid a fair amount of damage in a 90-degree arc in front of your character. The single, heavy shot she gets at the end of the skill is nice, too. She'll blast someone with her shield, causing very high damage if she's been taking hits during the skill's duration.

The more enemies you're fighting, the harder this is to pull off. Try not to let anyone get behind you, and stay focused on the largest badass or boss in the area so that you tank all of their damage and use your shield throw to hurt them instead of some random peon!

Skill Trees

PHALANX

The Phalanx skill tree is extremely defensive. This is Athena's best area for playstyles that keep her alive and protect any allies in her party. It's her least damaging option, but that is a tradeoff more than a weakness. The skills here rely on her Aspis, so you have to be careful when your shield is down, but the cooldown for Athena's action skill is extremely short. She spends most of her combat time wielding her shield.

Strengths: Survivability, Team Buffs

Weaknesses: Damage Output, Solo Play

Phalanx is very group friendly, so it functions at its best when Athena is playing with a team. She gets to improve group health regeneration (Vanguard), maintain people's shields (United Front), automatically revive people who are in trouble (Clear!), and draw enemy fire (Prepare for Glory). Combine Clear! with Wrath of the Goddess to instantly revive multiple downed allies from a distance.

As a soloist, this is a somewhat weaker tree for Athena. It's still fun, but she'll take longer to kill her enemies and have trouble from enemies that outflank her.

TIER 1



Invictus

Increases the Damage dealt by the Aspis when thrown.

SKILL LEVEL	BONUS
1	7%
2	14%
3	21%
4	28%
5	35%



Ephodos

Increases Movement Speed and Gun Damage while holding the Aspis.

SKILL LEVEL	BONUS
1	4%
2	8%
3	12%
4	16%
5	20%

TIER 2



Vanguard

While the Aspis is active, you and your nearby friends gain Health Regeneration. The Health Regeneration Rate increases as the Aspis takes damage.

SKILL LEVEL	BONUS
1	Health Regen Rate 1
2	Health Regen Rate 2
3	Health Regen Rate 3
4	Health Regen Rate 4
5	Health Regen Rate 5



Hold the Line

Lengthens the duration the Aspis can be held before it has to be thrown.

SKILL LEVEL	BONUS
1	+1.1 Seconds
2	+2.2 Seconds
3	+3.3 Seconds
4	+4.4 Seconds
5	+5.5 Seconds

TIER 3



Prismatic Aegis

The Aspis now stores the elemental damage type of absorbed damage. Multiple elemental damage types can be stored and all stored damage types are dealt by the Aspis when thrown.

TIER 4



United Front

Damage Absorbed by the Aspis now provides power to your shields and those of your nearby friends. Also increases your Maximum Shield Capacity.

SKILL LEVEL	BONUS
1	Shield Capacity +4%, Converts 5% of absorbed damage into shield power
2	Shield Capacity +8%, Converts 10% of absorbed damage into shield power
3	Shield Capacity +12%, Converts 15% of absorbed damage into shield power
4	Shield Capacity +16%, Converts 20% of absorbed damage into shield power
5	Shield Capacity +20%, Converts 25% of absorbed damage into shield power



Clear!

When thrown, the Aspis' explosion grants Second Wind to friends within range. In addition, you gain a bonus while in Fight For Your Life.

SKILL LEVEL	BONUS
1	+40% Damage while in Fight For Your Life



Stalwart

Allows the Aspis to absorb a percentage of damage from your friends' guns. Also increases your Maximum Health.

SKILL LEVEL	BONUS
1	Friendly Fire Absorption: 20%, Maximum Health: +5%
2	Friendly Fire Absorption: 40%, Maximum Health: +10%
3	Friendly Fire Absorption: 60%, Maximum Health: +15%
4	Friendly Fire Absorption: 80%, Maximum Health: +20%
5	Friendly Fire Absorption: 100%, Maximum Health: +25%

TIER 5



Return Fire

When active, the Aspis has a chance to reflect incoming Lasers and Bullets while still absorbing their energy.

SKILL LEVEL	BONUS
1	Reflect chance 10%
2	Reflect chance 20%
3	Reflect chance 30%
4	Reflect chance 40%
5	Reflect chance 50%



Prepare for Glory

Activating the Aspis taunts nearby enemies, making them more likely to attack you. Additionally, for every individual enemy that inflicts damage on your Aspis, you gain a stack of Prepare for Glory, increasing your Gun Damage. Stacks persist for a short duration after the Aspis is thrown.

SKILL LEVEL	BONUS
1	+2% Gun Damage per stack
2	+4% Gun Damage per stack
3	+6% Gun Damage per stack
4	+8% Gun Damage per stack
5	+10% Gun Damage per stack

TIER 6



Wrath of the Goddess

The Aspis will ricochet to up to four additional enemies, each taking less damage than the last. The Aspis will return to you after striking its last enemy.

SKILL LEVEL	BONUS
1	Aspis damage is reduced by 33% each time it ricochets

XIPHOS

Xiphos is Athena's aggressive melee tree. She still gets some survivability upgrades from it, and it pairs well with Phalanx if you want to be super tough for melee and damage absorption.

Strengths: Balance of Damage and Survivability, High Mobility, Good for Soloing

Weaknesses: Melee Dependence

Because Xiphos relies on so many melee damage buffs and a special melee attack, you should avoid this line if you're not excited about short-range combat and mobility. Ceraunic Storm is a much better ranged damage selection.

Always keep your eyes out for nice weapons with Bayonets. Anything that upgrades Athena's melee damage output is magnified by many of the following skills, so she'll get many more kills than you'd expect even from just a moderate boost.

TIER 1



Gun Kata

Increases Gun Damage. Additionally, your Melee Damage is increased for a short time after shooting an enemy.

SKILL LEVEL	BONUS
1	Gun Damage +3%, Melee Damage +10%
2	Gun Damage +6%, Melee Damage +20%
3	Gun Damage +9%, Melee Damage +30%
4	Gun Damage +12%, Melee Damage +40%
5	Gun Damage +15%, Melee Damage +50%



Clarity of Purpose

Increased Melee Damage and Maximum Health.

SKILL LEVEL	BONUS
1	Melee Damage +5%, Maximum Health +3%
2	Melee Damage +10%, Maximum Health +6%
3	Melee Damage +15%, Maximum Health +9%
4	Melee Damage +20%, Maximum Health +12%
5	Melee Damage +25%, Maximum Health +15%

TIER 2



Mercurial

Kill Skill. Killing an enemy increases Movement Speed and Damage Resistance for a few seconds.

SKILL LEVEL	BONUS
1	Movement Speed +4% and Damage Resistance +5%
2	Movement Speed +8% and Damage Resistance +9%
3	Movement Speed +12% and Damage Resistance +13%
4	Movement Speed +16% and Damage Resistance +17%
5	Movement Speed +20% and Damage Resistance +20%



Omega-Senshu

You deal increased Damage to any enemy with less than 50% of their Maximum Health remaining.

SKILL LEVEL	BONUS
1	+7% Damage
2	+14% Damage
3	+21% Damage
4	+28% Damage
5	+35% Damage

TIER 3



Rend

Your melee attacks cause enemies to bleed, inflicting damage over time. The damage is increased against higher Health targets, and the damage also benefits from your Melee Damage bonuses.

SKILL LEVEL	BONUS
1	Bleed Duration: 12 Seconds, Deals up to 100% bonus damage against targets with high Health

They're all awesome, but I think I'd want to be Athena. Her shield is very cool and I love bouncing it between enemies when it's fully charged.

—**James Lopez, Producer,** Gearbox Software

TIER 4

Bloodlust

Gain Health Regeneration whenever you make an enemy Bleed, for the duration of the Bleed effect. This effect stacks if you have multiple Bleeding enemies.

SKILL LEVEL	BONUS
1	Regenerates .8% of Maximum Health/Second for every Bleeding enemy
2	Regenerates 1.6% of Maximum Health/Second for every Bleeding enemy
3	Regenerates 2.4% of Maximum Health/Second for every Bleeding enemy
4	Regenerates 3.2% of Maximum Health/Second for every Bleeding enemy
5	Regenerates 4% of Maximum Health/Second for every Bleeding enemy

Epicenter

Slam Alteration Skill. When you Slam, you now create a singularity, pulling nearby enemies closer and dealing damage to them.

Tear

Increases Gun Damage dealt to Bleeding targets.

SKILL LEVEL	BONUS
1	Adds 7% to Gun Damage
2	Adds 14% to Gun Damage
3	Adds 21% to Gun Damage
4	Adds 28% to Gun Damage
5	Adds 35% to Gun Damage

TIER 5

You've Got Red on You

When an enemy is killed by your melee attacks, or dies while Bleeding, they explode. Nearby enemies take damage from the blast—and are grossed out.

SKILL LEVEL	BONUS
1	Rank 1
2	Rank 2
3	Rank 3
4	Rank 4
5	Rank 5

Fury of the Arena

Gain increased Fire Rate and Reload Speed for each Bleeding target.

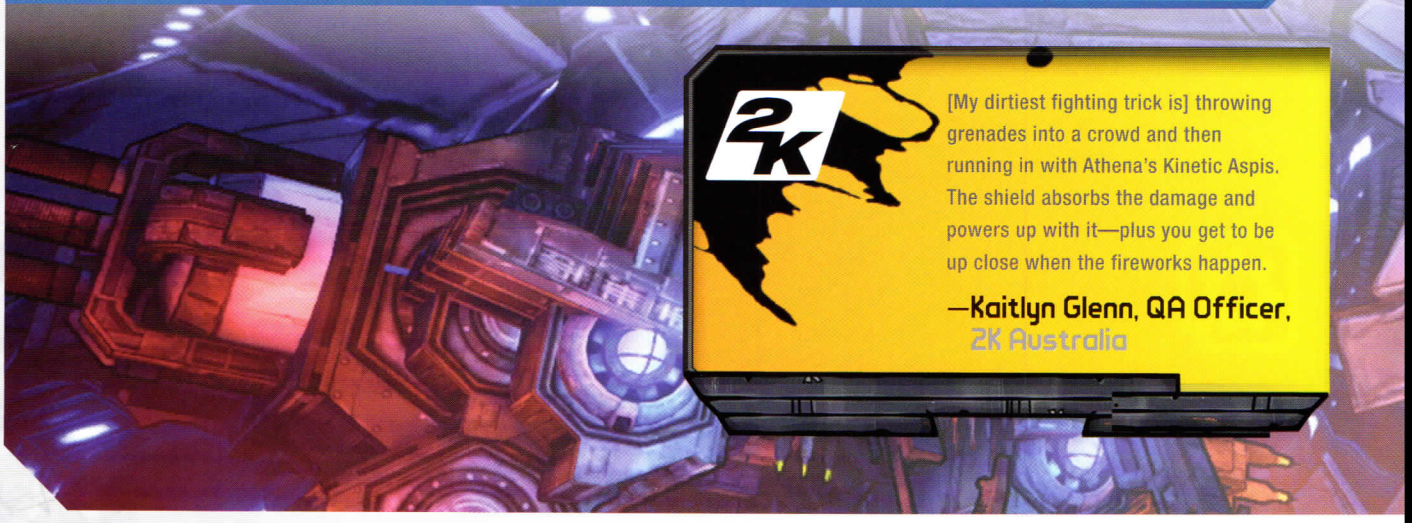
SKILL LEVEL	BONUS
1	+2% Fire Rate and Reload Speed per Bleeding enemy
2	+4% Fire Rate and Reload Speed per Bleeding enemy
3	+6% Fire Rate and Reload Speed per Bleeding enemy
4	+8% Fire Rate and Reload Speed per Bleeding enemy
5	+10% Fire Rate and Reload Speed per Bleeding enemy

TIER 6

Blood Rush

Melee Override Skill. Use melee to dash forward and strike with Xiphos for increased melee damage. This ability has a cooldown. If this attack applies a Bleed to a target that isn't Bleeding, or kills a target, the cooldown is immediately reset. You perform normal melee attacks when Blood Rush is on cooldown.

SKILL LEVEL	BONUS
1	+40% Melee Damage, 10 second cooldown



[My dirtiest fighting trick is] throwing grenades into a crowd and then running in with Athena's Kinetic Aspis. The shield absorbs the damage and powers up with it—plus you get to be up close when the fireworks happen.

—Kaitlyn Glenn, QA Officer, 2K Australia

CERAUNIC STORM

Ceraunic Storm is a complex damage tree for Athena that gives her the ranged damage and elemental capacity that she almost completely lacks in the other branches. If you want to play Athena into a ranged damage dealer, this is your only way to pull that off!

Strengths: Excellent Elemental Effects, Very Useful in True Vault Hunter Mode

Weaknesses: Requires More Dynamic Play (Weapon Swaps, Aerial Attacks, etc.), Requires Elemental Weaponry

In your first playthrough, Ceraunic Storm might not feel nearly as powerful as it will in True Vault Hunter Mode. Elemental effects become more and more important in larger groups and at higher levels. The tougher the enemies, the more important it is to exploit elemental weaknesses for destroying shields and burning through fleshy targets as quickly as possible.

Because of this, you're likely to find this tree only vaguely interesting early on, and then will be far more impressed if you try it out during the next playthrough after beating the game.

For maximum damage output from Athena, use a full set of Ceraunic Storm skills and add several damage skills from the other lines later in your career (i.e., Gun Kata, Omega-Senshu, and Ephodos).

Ceraunic means something that pertains to thunder and lightning. We totally didn't need to look that up.

TIER 1



Storm Weaving

When you swap weapons, you gain Storm Weaving, increasing your Fire Rate and Elemental Effect Chance for a short duration.

SKILL LEVEL	BONUS
1	Elemental Effect Chance +25%, Fire Rate +7.5%, Duration: 9 seconds
2	Elemental Effect Chance +50%, Fire Rate +15%, Duration: 9 seconds
3	Elemental Effect Chance +75%, Fire Rate +22.5%, Duration: 9 seconds
4	Elemental Effect Chance +100%, Fire Rate +30%, Duration: 9 seconds



Maelstrom

Dealing Incendiary or Shock damage causes you to gain stacks of Maelstrom. All Elemental Damage is increased for each stack of Maelstrom. Stacks will decay over time, and this rate of decay increases as you accumulate more stacks.

SKILL LEVEL	BONUS
1	Elemental Damage +0.4%/Stack

TIER 2



Gathering Tempest

Increases Magazine Size and Reload Speed.

SKILL LEVEL	BONUS
1	Magazine Size +8%, Reload Speed +5%
2	Magazine Size +16%, Reload Speed +10%
3	Magazine Size +24%, Reload Speed +15%
4	Magazine Size +32%, Reload Speed +20%
5	Magazine Size +40%, Reload Speed +25%



Conduit

While you have at least one Electrocute Status Effect active, you regenerate a percentage of your Shields every second for each stack of Maelstrom you have.

SKILL LEVEL	BONUS
1	0.02% Shield Regeneration/second for every stack of Maelstrom
2	0.04% Shield Regeneration/second for every stack of Maelstrom
3	0.06% Shield Regeneration/second for every stack of Maelstrom
4	0.08% Shield Regeneration/second for every stack of Maelstrom
5	0.10% Shield Regeneration/second for every stack of Maelstrom

TIER 3



Smite

While you are airborne, shooting an enemy will Smite them, causing Incendiary and Shock Damage in a small area. Smite damage increases as you accumulate more stacks of Maelstrom. This ability has a cooldown.

SKILL LEVEL	BONUS
1	Cooldown: 12 seconds, Minimum Maelstrom Stacks: 10

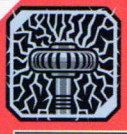


Unrelenting

Kill Skill. Killing an enemy increases your Weapon Swap Speed and Fire Rate for each stack of Maelstrom.

SKILL LEVEL	BONUS
1	Weapon Swap Speed: +0.08%/Stack, Fire Rate: +0.06%/Stack
2	Weapon Swap Speed: +0.16%/Stack, Fire Rate: +0.12%/Stack
3	Weapon Swap Speed: +0.24%/Stack, Fire Rate: +0.18%/Stack
4	Weapon Swap Speed: +0.32%/Stack, Fire Rate: +0.24%/Stack
5	Weapon Swap Speed: +0.4%/Stack, Fire Rate: +0.3%/Stack

TIER 4



Superconductor

The Aspis has a chance to shock nearby enemies when struck. When this occurs, you gain bonus Maelstrom stacks.

SKILL LEVEL	BONUS
1	Bonus Stacks: 5, Shock Chance: +10%
2	Bonus Stacks: 5, Shock Chance: +20%
3	Bonus Stacks: 5, Shock Chance: +30%
4	Bonus Stacks: 5, Shock Chance: +40%
5	Bonus Stacks: 5, Shock Chance: +50%



Zeus' Rage

When you throw the Aspis, a devastating Fire and Lightning Storm spawns at the target location, doing area damage for several seconds. The damage of the storm increases based on the amount of damage absorbed by the Aspis.



Elemental Barrage

While Storm Weaving is active, your weapons have a chance to not consume ammo. This chance is increased for every stack of Maelstrom that you have.

SKILL LEVEL	BONUS
1	Free Shot Chance: 6%, Additional Chance: +0.02%/Stack
2	Free Shot Chance: 12%, Additional Chance: +0.04%/Stack
3	Free Shot Chance: 18%, Additional Chance: +0.06%/Stack
4	Free Shot Chance: 24%, Additional Chance: +0.08%/Stack
5	Free Shot Chance: 30%, Additional Chance: +0.10%/Stack

TIER 5



Overload

Whenever you kill an enemy that is electrocuted or burning, there is a chance for the status effect to chain to a nearby enemy. When this occurs, you gain bonus Maelstrom stacks. This bonus is gained twice if the target is both burning and electrocuted.

SKILL LEVEL	BONUS
1	Bonus Stacks: 20, Status Effect Spread Chance: 9%
2	Bonus Stacks: 20, Status Effect Spread Chance: 18%
3	Bonus Stacks: 20, Status Effect Spread Chance: 27%
4	Bonus Stacks: 20, Status Effect Spread Chance: 36%
5	Bonus Stacks: 20, Status Effect Spread Chance: 45%



Flash Freeze

Whenever you Freeze an enemy, you gain Flash Freeze for a short duration. During this time, you cannot gain or lose Maelstrom stacks.

SKILL LEVEL	BONUS
1	Duration: 1 second
2	Duration: 2 seconds
3	Duration: 3 seconds
4	Duration: 4 seconds
5	Duration: 5 seconds

My current favorite weapon combination involves using Athena's Ceraunic Storm skill Tree. I acquire a shock spike shield, shock grenade, shock slam Oz kit, and a fire Tediore laser (The reload is shock based). This allows Athena to constantly gain Maelstrom whether in or out of atmosphere. It's all about keeping DoTs on enemies at all times.

—**Patrick Fenn, Assistant Producer,** Gearbox Software

TIER 6



Hades' Shackles

Slamming links you to nearby enemies with a Shock Tether for a short duration, electrocuting them. The tether is broken if you lose line of sight to the target. Any enemies still tethered at the end of the duration, or who die while tethered, release an Incendiary Nova, and you gain bonus Maelstrom stacks for each enemy affected. This ability has a cooldown.

SKILL LEVEL	BONUS
1	Maelstrom Stacks: +20/Target, Tether Duration: 3 seconds, Cooldown: 15 seconds

Solo Play

Athena is tougher to solo with during her early levels. Her defensive skills are well geared for a group setting, and her offensive skills rely on either high risk (melee attacks in the Xiphos line) or elemental weaponry, which you don't get much of in the early game.

This changes when you get farther into the story and higher in level. In True Vault Hunter Mode, Athena comes into her own in a massive way. Her soloing game starts to get much better at that point because you have enough skill points to create a very nasty build. Your ability to work well with fire and shock weaponry makes it much easier to bring down enemies despite their increased stats in the second playthrough.

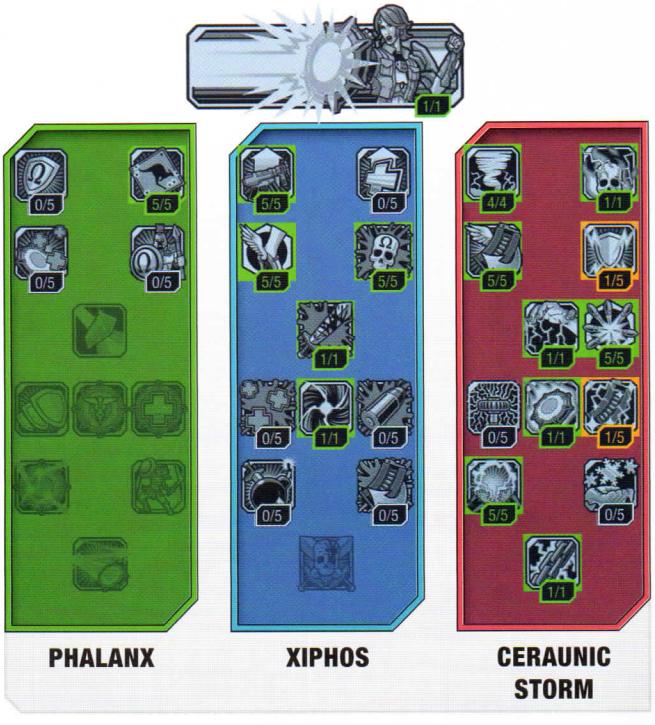
If you look at our sample build here, we've focused on massive elemental bonuses in Ceraunic Storm with supporting damage passives from both Xiphos and Phalanx. This is a fragile build, but you're not going to be doing the psychotic sword charges that Athena is sometimes known for. Instead, you're a gunner with a mix of ranges. Engage when you have cover, and swap between your weapons freely to maximize elemental advantages. This keeps your Storm Weaving active and drops targets very quickly. Alternating between shock and fire weapons to drop shields and torch flesh is massively synergistic. It's a good playstyle for any character, but your build adds Storm Weaving, Maelstrom stacks, and all of the bonuses that are linked with Maelstrom. It's vicious stuff!

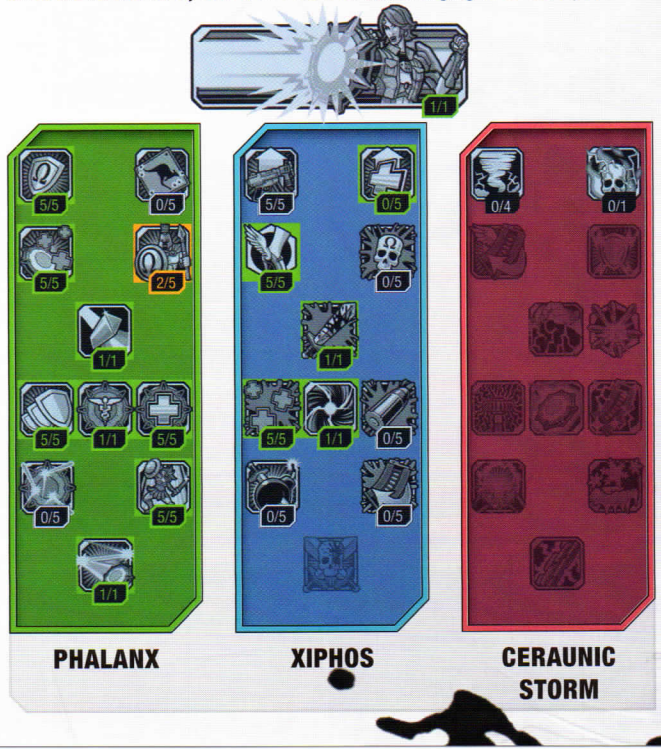
Cooperative Play

Cooperative Athena is a traditional choice, mainly because people think of her as more of a tank and protect character. When playing with a team, you can focus on elemental destruction, but let's look at a defensive playstyle instead. To distract enemies and stay alive, try a Phalanx core with Xiphos skills to support you. Your Aspis provides immense survivability, and the melee improvements from Xiphos give you enough teeth to help with killing targets as your allies do the heavier attacks from range (and safety). Clear! is an indispensable skill for group play as the importance of getting your allies back in the fight cannot be overestimated. Combine Clear! with Wrath of the Goddess to instantly revive multiple downed allies.

Prepare for Glory and Epicenter are both skills that keep Athena at the center of an engagement. Have your ranged characters snipe anything that isn't near the middle of an area, while you gather the main group of targets together and use Aspis to keep them from killing you! Once your group has the stragglers down, they'll be able to focus fire on the remaining enemies and pop them one after the other.

Invest as heavily as you can in your shield. The tougher you are, the better you are for a group. It's even worthwhile to put money into your defenses rather than going for newer and better weapons (to an extent). Use Transfusion grenades to give yourself even more wiggle room during heavy engagements, and practice keeping as many targets in front of Athena as possible. Enemies at your back can quickly turn a controlled skirmish into a Fight For Your Life situation, and that's tricky when your allies are farther away and don't want to risk charging in to save you.





CLAPTRAP
THE FRAGTRAP

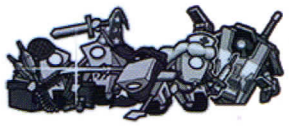
"I can see . . . the code"

Strengths: Group Healing and Buffs, Wonderful Party Support

Weaknesses: Less Than Full Potential While Soloing

Who's the best? You're the best! Claptrap is your biggest fan, and he always has been. This little guy wants to show you how to keep a group happy, healthy, and strong, and he has all the buffs to do it. Claptrap won't look like the toughest Vault Hunter around, and, indeed, he isn't. But, he gets better and better when you play with more people. In a full group, this is one of the best characters that anyone can choose. Having a group-focused Claptrap makes life easier on everyone, so show him some love!

Action Skill: VaultHunter.EXE



Activate to run your VaultHunter.EXE program. It analyzes the situation, determines which Vault Hunter would do the best job, and then loads an Action Package allowing Claptrap to fight in that manner for a short period of time. It also gives you Full Health and Health Regeneration. VaultHunter.EXE is still in beta and its definition of "Vault Hunter" is questionable at best. Be wary, though—VaultHunter.EXE is currently classified as malware and your allies may be affected.

VaultHunter.EXE is a tricky action skill to work with because you don't always know what you're going to get. Claptrap gets more Action Packages while going through the skill trees, and you might not get the exact program that you want at a given time. However, they're all beneficial to Claptrap and are great when his health is low and things are looking desperate. The free Health and Health Regeneration are quite welcome for any tough fight.



While I respect how strong Athena is and how mischievous Nisha is, I would probably have to double down and be Claptrap if I became a Vault Hunter. His silliness with his action skill and how it affects his co-op buddies echoes my goofiness. I love to go into Rubber Ducky mode and hear my friends laugh and say "oh this again…". Especially when they're trying to revive someone! #Hilarious

—**Zach Ford, Design Lead,**
Gearbox Software

Skill Trees

BOOMTRAP

Boomtrap skills are fun for Claptrap, and they allow our robot buddy to do some decent damage all by himself. However, they come at a considerable price: you have to let Claptrap get messed up to really lay down the pain. Skills like Repulsive, Second Wind (By Tediore), Start With a Bang, and Livin' Near the Edge encourage you to play with a devil may care attitude. That's great and enjoyable, but you can expect to die more often because of it. And as we've been told, robots do experience pain ... in slow motion!

Strengths: Wicked Explosive Damage, Good Passive Buffs, Rewarded for Dangerous Play

Weaknesses: High Risk, Rewarded for Dangerous Play

Boomtrap is a good tree to put points into after you've gotten the core of your gameplay down. As a co-op Claptrap, you can slip into Boomtrap for extra oomph to augment your wicked group support. As a solo Claptrap, you should combine the Fragmented Claptrap line with this to get even more rewards when enemies beat you up. You'll strike back harder than ever.

TIER 1



Drop the Hammer

Reloading your weapon increases your Fire Rate and Reload Speed, but makes your Accuracy worse for a few seconds.

SKILL LEVEL	BONUS
1	Fire Rate: +5%, Reload Speed: +5%, Accuracy: -2%
2	Fire Rate: +10%, Reload Speed: +10%, Accuracy: -4%
3	Fire Rate: +15%, Reload Speed: +15%, Accuracy: -6%
4	Fire Rate: +20%, Reload Speed: +20%, Accuracy: -8%
5	Fire Rate: +25%, Reload Speed: +25%, Accuracy: -10%



Killbot

Killing an enemy Restores Health, but costs Shields. If your Shields are not currently up, then the health is free. The lower your current health, the greater the amount of health restored.

SKILL LEVEL	BONUS
1	Health Restore: Up to 7% of max, Shield Cost: Up to 2% of max
2	Health Restore: Up to 14% of max, Shield Cost: Up to 4% of max
3	Health Restore: Up to 21% of max, Shield Cost: Up to 6% of max
4	Health Restore: Up to 28% of max, Shield Cost: Up to 8% of max
5	Health Restore: Up to 35% of max, Shield Cost: Up to 10% of max

TIER 2



Coincidental Combustion

Whenever you shoot an enemy with a non-explosive weapon, you have a chance to deal Bonus Explosive Damage based on your weapon's damage.

SKILL LEVEL	BONUS
1	Explosion Chance: 7%
2	Explosion Chance: 14%
3	Explosion Chance: 21%
4	Explosion Chance: 28%
5	Explosion Chance: 35%



Repulsive

When struck by a melee attack, you emit a powerful Blastwave that pushes that enemy away and deals Explosive Damage.

SKILL LEVEL	BONUS
1	Shockwave Momentum: 300, Cooldown: 5 seconds
2	Shockwave Momentum: 350, Cooldown: 5 seconds
3	Shockwave Momentum: 400, Cooldown: 5 seconds
4	Shockwave Momentum: 450, Cooldown: 5 seconds
5	Shockwave Momentum: 500, Cooldown: 5 seconds

TIER 3



Second Wind (By Tediore)

When you enter Fight For Your Life, throw a digistructed copy of yourself, which explodes like a grenade. You continually emit Explosive Novas.

TIER 4



Load 'n' Splode

Whenever you reload your gun, gain Increased Explosive Damage. This bonus can stack up to five times and each stack lasts only a few seconds.

SKILL LEVEL	BONUS
1	Explosive Damage: +4%/Stack
2	Explosive Damage: +8%/Stack
3	Explosive Damage: +12%/Stack
4	Explosive Damage: +16%/Stack
5	Explosive Damage: +20%/Stack



I Am Rubber, You Are Glue

Kill Skill. Whenever you kill an enemy, bullets have a chance to reflect off of you and toward enemies for a short time. Also unlocks Action Package Torgue Fiesta. Torgue Fiesta drops a large number of grenades (these damage friends AND foes).

SKILL LEVEL	BONUS
1	Bullet Ricochet Chance: +25%



Start With a Bang

When firing a fully reloaded gun, after reloading you generate an Explosive Nova centered on you, damaging all nearby enemies. This also hurts you, but only a little bit.

SKILL LEVEL	BONUS
1	Rank 1 Damage, Damage to Self: 1% of Current Health
2	Rank 2 Damage, Damage to Self: 2% of Current Health
3	Rank 3 Damage, Damage to Self: 3% of Current Health
4	Rank 4 Damage, Damage to Self: 4% of Current Health
5	Rank 5 Damage, Damage to Self: 5% of Current Health

TIER 5



Hyperion Punch

Melee Override. Dealing Explosive Damage grants you stacks of Hyperion Punch. When you have five stacks, use melee to throw a super awesome punch that deals bonus Incendiary damage. This consumes all of your stacks of Hyperion Punch.

SKILL LEVEL	BONUS
1	Rank 1 Damage
2	Rank 2 Damage
3	Rank 3 Damage
4	Rank 4 Damage
5	Rank 5 Damage



One Last Thing

The last round fired from any weapon's magazine gains significant Bonus Damage. Smaller magazines reduce this bonus.

SKILL LEVEL	BONUS
1	Last Shot Bonus: +80%, Magazine Size for Full Bonus: 8
2	Last Shot Bonus: +160%, Magazine Size for Full Bonus: 8
3	Last Shot Bonus: +240%, Magazine Size for Full Bonus: 8
4	Last Shot Bonus: +320%, Magazine Size for Full Bonus: 8
5	Last Shot Bonus: +400%, Magazine Size for Full Bonus: 8

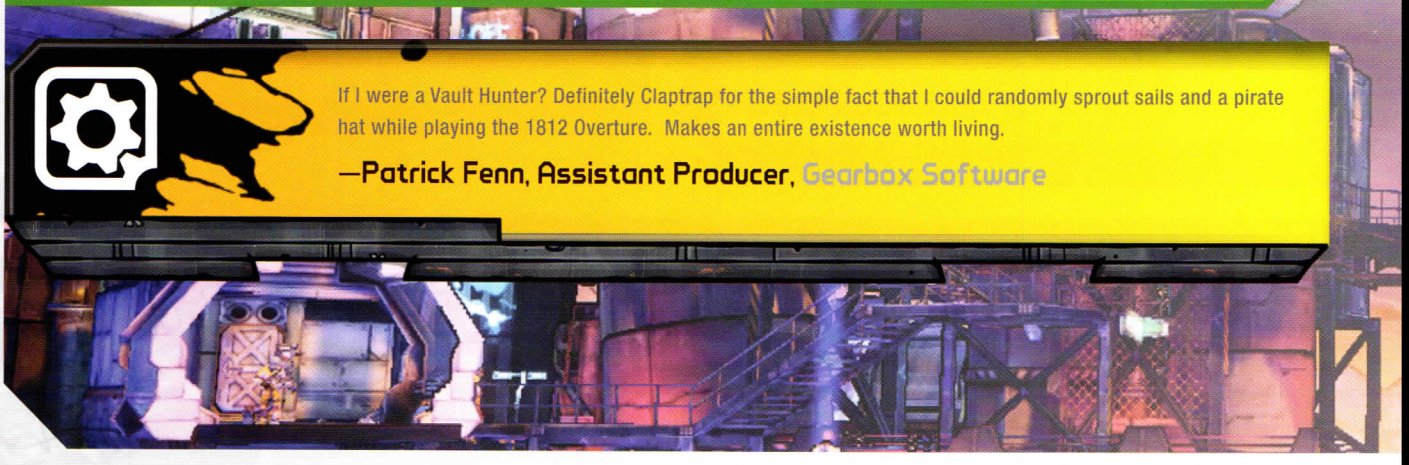
TIER 6



Livin' Near the Edge

Increases Fire Rate and Reload Speed. The lower your health and shields, the greater the bonus. Also unlocks Action Package Pirate Ship Mode. This turns you into a cannon-ship. Yarrrr!

SKILL LEVEL	BONUS
1	Fire Rate and Reload Speed Bonus: Up to 100%



If I were a Vault Hunter? Definitely Claptrap for the simple fact that I could randomly sprout sails and a pirate hat while playing the 1812 Overture. Makes an entire existence worth living.

—**Patrick Fenn, Assistant Producer,** Gearbox Software

I LOVE YOU GUYS!

I Love You Guys is the route for party support like few others. This is most useful in larger teams and when playing True Vault Hunter Mode, when longer fights give your buffs even more time to shine. This tree has a load of healing and survivability built into it; it's not always for you, but that's okay. Your awesome friends need it even more, right?

Strengths: Ultimate Support Mode, Co-op Love

Weaknesses: Terrible Solo Utility

Claptrap, using this tree, fills the perfect role as someone who helps the other characters kill faster and survive longer. While helping them with the battles, act as a reviver to synergize with Best Buds 4 Life and to save time for other characters. Combine your natural nova skill (It's a Trap ... Card) with a Nova Shield to surprise enemies that take you on directly. They'll pay for their insulin. Or insolence? Well, they'll pay for something!

Don't take I Love You Guys as a solo player. It's sad to see Claptrap waiting for a High Five that's never going to come.

TIER 1



Best Buds 4 Life

Whenever you're revived or revive someone else, you and your buddy gain Health Regeneration and Damage Resistance for a short time. Also extends Fight For Your Life and increases Gun Damage while downed.

SKILL LEVEL	BONUS
1	Downed Time and Downed Gun Damage: +5%, Damage Resistance: +7%, Health Regen: +0.5% of Max/Second
2	Downed Time and Downed Gun Damage: +10%, Damage Resistance: +14%, Health Regen: +1.0% of Max/Second
3	Downed Time and Downed Gun Damage: +15%, Damage Resistance: +21%, Health Regen: +1.5% of Max/Second
4	Downed Time and Downed Gun Damage: +20%, Damage Resistance: +28%, Health Regen: +2.0% of Max/Second
5	Downed Time and Downed Gun Damage: +25%, Damage Resistance: +35%, Health Regen: +2.5% of Max/Second



Maniacal Laughter

Increases Status Effect Chance. Dealing Status Effect Damage to enemies grants you stacks of Maniacal Laughter. You and your pals gain Health Regeneration for each stack of Maniacal Laughter. The lower your health, the greater the Health Regeneration. Each stack lasts a few seconds.

SKILL LEVEL	BONUS
1	Status Effect Chance: +4%, Health Regen: +0.03% of Max Health/Stack every second
2	Status Effect Chance: +8%, Health Regen: +0.06% of Max Health/Stack every second
3	Status Effect Chance: +12%, Health Regen: +0.09% of Max Health/Stack every second
4	Status Effect Chance: +16%, Health Regen: +0.12% of Max Health/Stack every second
5	Status Effect Chance: +20%, Health Regen: +0.15% of Max Health/Stack every second

TIER 2



Through Thick and Thin

Increases Action Skill Cooldown Rate. While VaultHunter.EXE is running, this bonus is transferred to your allies.

SKILL LEVEL	BONUS
1	Action Skill Cooldown Rate: +5%
2	Action Skill Cooldown Rate: +10%
3	Action Skill Cooldown Rate: +15%
4	Action Skill Cooldown Rate: +20%
5	Action Skill Cooldown Rate: +25%



Kick Him While He's Down

While in Fight For Your Life, you draw aggro from nearby enemies. Also, unlocks Action Package Clap-in-the-Box.



All the Things are Awesome!

Increases Fire Rate, Weapon Swap Speed, and Max Health. This bonus increases for every teammate in the game. Being part of a team is great!

SKILL LEVEL	BONUS
1	Fire Rate and Weapon Swap Speed: +3% (+1% Per Teammate), Max Health: +5% (+2% Per Teammate)
2	Fire Rate and Weapon Swap Speed: +6% (+2% Per Teammate), Max Health: +10% (+4% Per Teammate)
3	Fire Rate and Weapon Swap Speed: +9% (+3% Per Teammate), Max Health: +15% (+6% Per Teammate)
4	Fire Rate and Weapon Swap Speed: +12% (+4% Per Teammate), Max Health: +20% (+8% Per Teammate)
5	Fire Rate and Weapon Swap Speed: +15% (+5% Per Teammate), Max Health: +25% (+10% Per Teammate)



Claptrap may honestly be the coolest robot ever because at least he is willing to admit his shortcomings. Stairs ...

—Brad Sierzega,
Level Designer,
Gearbox Software

TIER 3



You're ... GOING TO LOVE ME!!

Killing an enemy creates a Friendship Nova centered on the enemy, healing you and your friends in the radius of effect. Allies who are low on health are healed for more. Also unlocks Action Package Gun Wizard. The Friendship Nova heals up to 15% of each target's Max Health. Gun Wizard improves you and your teammates' Fire Rate and Reload Speed.

TIER 4



Wax Off, Wax On

Improves your Shield Capacity, Shield Recharge Rate, and Shield Recharge Delay.

SKILL LEVEL	BONUS
1	Shield Capacity and Recharge Rate: +3%, Shield Recharge Delay: -3%
2	Shield Capacity and Recharge Rate: +6%, Shield Recharge Delay: -6%
3	Shield Capacity and Recharge Rate: +9%, Shield Recharge Delay: -8%
4	Shield Capacity and Recharge Rate: +12%, Shield Recharge Delay: -11%
5	Shield Capacity and Recharge Rate: +15%, Shield Recharge Delay: -13%



It's a Trap . . . Card

When your Shield becomes depleted, you release a Mega-Nova centered on yourself that heals you and your friends, but hurts enemies. Targets low on health are healed for more. Your Shield must fully recharge between Mega-Novas. Each Mega-Nova heals up to 15% of the target's Max Health.



Pain Simulator is Painful

Increases your Max Health and grants a small amount of Damage Reduction.

SKILL LEVEL	BONUS
1	Max Health: +6%, Damage Reduction: +4.8%
2	Max Health: +12%, Damage Reduction: +9.1%
3	Max Health: +18%, Damage Reduction: +13%
4	Max Health: +24%, Damage Reduction: +16.7%
5	Max Health: +30%, Damage Reduction: +20%

TIER 5



Kick Him While He's Up

Whenever you gain Second Wind, your Gun Damage, Melee Damage, and Critical Hit Damage is increased for a few seconds.

SKILL LEVEL	BONUS
1	Gun, Melee, and Critical Hit Damage: +5%
2	Gun, Melee, and Critical Hit Damage: +10%
3	Gun, Melee, and Critical Hit Damage: +15%
4	Gun, Melee, and Critical Hit Damage: +20%
5	Gun, Melee, and Critical Hit Damage: +25%



Organized Guns are Happy

Increases Magazine Size with all weapon types for you and your allies.

SKILL LEVEL	BONUS
1	Magazine Size: +5%, Teammate Magazine Size: +2%
2	Magazine Size: +10%, Teammate Magazine Size: +4%
3	Magazine Size: +15%, Teammate Magazine Size: +6%
4	Magazine Size: +20%, Teammate Magazine Size: +8%
5	Magazine Size: +25%, Teammate Magazine Size: +10%

TIER 6



High Fives Guys

Hold the melee button to request a High Five from your friends! A successful High Five increases Gun Damage and Fire Rate, and grants Health Regeneration for you and your awesome friend. Woo! If no one gives you a High Five, gain increased Gun Damage and Health Regeneration for a few seconds. Where's the love?

SKILL LEVEL	BONUS
1	Gun Damage: +15%, Fire Rate: +50%, Health Regen: +3% Max Health/Second, Cooldown: 30 seconds

FRAGMENTED FRAGTRAP

Fragmented Fragtrap is a strange tree that involves forced dynamic gameplay for your Claptrap. The Subroutines that dominate this tree are chosen randomly, so you don't always know if you're going to be offensive or defensive or what exactly you need to do until the program loads. Once it does, you might have to shift your tactics very quickly to get the most out of your character.

Strengths: Large Passive Bonuses, Exciting Shifts in Playstyle

Weaknesses: Randomness Can Be Troublesome

It is essential to have weapons of all types when you're using Fragmented Fragtrap. You might be called on to use any type of weapon or any individual element. Make sure that the full spread for both of these categories is present in your inventory. That's somewhat of a pain at times, but it's worthwhile because of the large bonuses you get for playing to Claptrap's strengths.

This is not a very good tree to explore if you're playing with a group. Large teams already have so much going on that it's hard to keep track of your Subroutines, and that can lead to a frustrating experience. It's better to stick with Boomtrap and I Love You Guys when you're working with others.

TIER 1



All the Guns

Gun Subroutines. You randomly pick a Subroutine focused on a gun type, making you more effective with that type of gun, but less effective with all others. Upon selecting a Subroutine you gain 100 Frag Stacks, which decrease over time. When they run out, your Subroutine is replaced with a new one.

SKILL LEVEL	BONUS
1	Bonus Damage for Gun Type: +25%, Bonus Fire Rate and Reload Speed for Gun Type: +20%, Damage Penalty for Wrong Type: -15%



Fuzzy Logic

Taking damage from an enemy grants you increased Critical Hit Damage for a few seconds.

SKILL LEVEL	BONUS
1	Critical Hit Damage: +10%
2	Critical Hit Damage: +20%
3	Critical Hit Damage: +30%



Safety First

Defensive Subroutines. You randomly pick a Subroutine focused on either Health or Shields, which grants increased Shield Capacity or Regeneration for the chosen attribute. The downside is that you deal reduced damage with all gun types during this period. You gain 100 Frag Stacks when this Subroutine is selected. When they run out, a new Subroutine is selected.

SKILL LEVEL	BONUS
1	Health or Shield Capacity: +35%, Health or Shield Regen: 2.5% of Max/Second, Gun Damage: -15%

TIER 2



Surprised? Stabilize!

Taking damage from an enemy increases your Accuracy and Recoil Reduction with all guns for a few seconds.

SKILL LEVEL	BONUS
1	Accuracy and Recoil Reduction: +10%
2	Accuracy and Recoil Reduction: +20%
3	Accuracy and Recoil Reduction: +30%
4	Accuracy and Recoil Reduction: +40%
5	Accuracy and Recoil Reduction: +50%



Rope-a-Derp

Melee Subroutine. You randomly pick a melee-focused Subroutine that grants you a massive melee damage bonus, but reduces your damage with guns.

SKILL LEVEL	BONUS
1	Melee Damage: +150%, Gun Damage: -25%



Blue Shell

Increases Gun Damage, Fire Rate, and Reload Speed while in Fight For Your Life. Also increases the duration of Fight For Your Life.

SKILL LEVEL	BONUS
1	Bonus to Gun Damage, Fire Rate, Reload Speed, and Time in Fight For Your Life: 7%
2	Bonus to Gun Damage, Fire Rate, Reload Speed, and Time in Fight For Your Life: 14%
3	Bonus to Gun Damage, Fire Rate, Reload Speed, and Time in Fight For Your Life: 21%
4	Bonus to Gun Damage, Fire Rate, Reload Speed, and Time in Fight For Your Life: 28%
5	Bonus to Gun Damage, Fire Rate, Reload Speed, and Time in Fight For Your Life: 35%

TIER 3



Tripleclocked

Multiplies the bonuses and penalties of the current Subroutine by up to three. The fewer Frag Stacks you have, the greater the multiplier. Defensive Subroutines always receive Triple Capacity regardless of stacks. Also unlocks Action Package One Shot Wonder. This causes each shot you make to instantly empty your entire magazine.

TIER 4



Grenade Vent

Increases Grenade Damage. Also, throwing a grenade adds Frag Stacks.

SKILL LEVEL	BONUS
1	Grenade Damage: +9%, Stacks Added/Grenade: 1
2	Grenade Damage: +18%, Stacks Added/Grenade: 2
3	Grenade Damage: +27%, Stacks Added/Grenade: 3
4	Grenade Damage: +36%, Stacks Added/Grenade: 4
5	Grenade Damage: +45%, Stacks Added/Grenade: 5



Element of Surprise

Elemental Subroutines. You randomly pick a Subroutine that increases damage with a chosen element, but decreases damage with all other elements. Upon depleting your shield, filling your shield, or entering Fight For Your Life, you release a Nova of the chosen element.

SKILL LEVEL	BONUS
1	Chosen Element Damage: +32%, Other Element Damage: -16%



Death Machine

Kill Skill. Killing an enemy increases your Gun Damage, Reload Speed, and Movement Speed for a few seconds.

SKILL LEVEL	BONUS
1	Gun Damage and Reload Speed: +6%, Movement Speed: +4%
2	Gun Damage and Reload Speed: +12%, Movement Speed: +8%
3	Gun Damage and Reload Speed: +18%, Movement Speed: +12%
4	Gun Damage and Reload Speed: +24%, Movement Speed: +16%
5	Gun Damage and Reload Speed: +30%, Movement Speed: +20%

TIER 5



Cryogenic Exhaust Manifold

Whenever you Slam, you release a Cryo Nova and lose some Frag Stacks.

SKILL LEVEL	BONUS
1	Rank 1 Damage, -1 Frag Stack
2	Rank 2 Damage, -2 Frag Stack
3	Rank 3 Damage, -3 Frag Stack
4	Rank 4 Damage, -4 Frag Stack
5	Rank 5 Damage, -5 Frag Stack



Float Like a Bee

Increases Melee Damage. Also, killing an enemy with a melee attack grants Frag Stacks, a small amount of Health, and increased Movement Speed for a few seconds.

SKILL LEVEL	BONUS
1	Melee Damage: +6%, Health Restored: 5%, Movement Speed: +3%, Frag Stacks +1
2	Melee Damage: +12%, Health Restored: 10%, Movement Speed: +6%, Frag Stacks +2
3	Melee Damage: +18%, Health Restored: 15%, Movement Speed: +9%, Frag Stacks +3
4	Melee Damage: +24%, Health Restored: 20%, Movement Speed: +12%, Frag Stacks +4
5	Melee Damage: +30%, Health Restored: 25%, Movement Speed: +15%, Frag Stacks +5

TIER 6



Rainbow Coolant

Whenever you initiate a new Subroutine you emit a Rainbow Nova. The Nova consists of all elements, is humongous in size, and makes your team super happy. Also, unlocks Action Package Laser Inferno (Shoots lasers in all directions at nearby enemies).

Solo Play

Claptrap may be the king of support, but he's also a deadly killing machine some of the time. Use a heavy Boomtrap build to give your character a wealth of explosive attacks and damage. That's enough to get you through most scrapes, but steal a few nice skills from other trees to get even more damage. Carefully dip into Fragmented Fragtrap to get more Critical Hit Damage (Fuzzy Logic) and snag some passive buffs and survivability from I Love You Guys (Maniacal Laughter, All the Things are Awesome, and You're Going to Love Me).

This build is suited for short- and medium-range engagements. They favor fast weapons that are reloaded more frequently (which aids One Last Thing, Load 'n' Splode, and Drop the Hammer). It also avoids the penalty from Drop the Hammer to a fair extent. You're still going to be more vulnerable than most characters, because Claptrap isn't getting many of his defensive skills in this setup. You're likely to enjoy the build quite a bit in the regular game, but have trouble in True Vault Hunter Mode.

That's no biggie. Respec! Switch to a more survival Claptrap or a co-op build when the going gets tough. Or, call it quits and open a disco. It's all good.

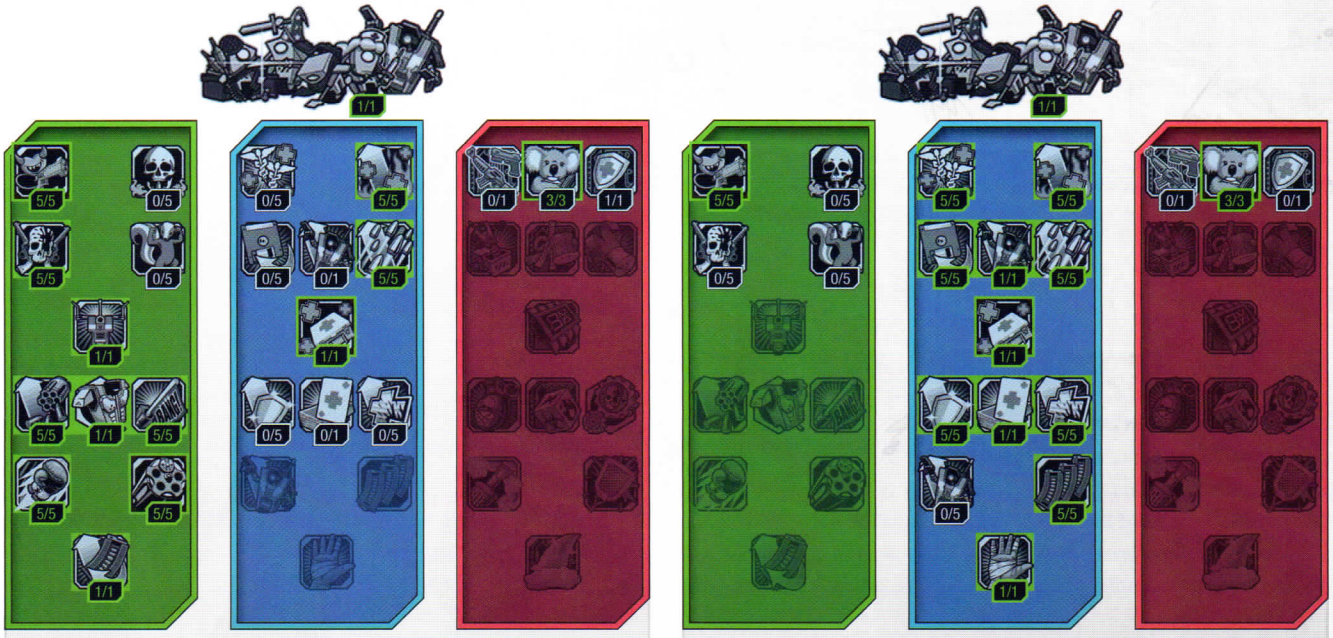
Cooperative Play

It doesn't take any work to make an amazing build for Claptrap with a large group around. Almost everything in I Love You Guys is already set up to make you a co-op god. Maniacal Laughter, Best Buds 4 Life, and All Things are Awesome all help with group survivability. High Five Guys is worth the time to set it up, because the group buff it provides is wicked. Have your group's best damage dealer slip you some skin and go off to wreck everything in sight.

Then, when things are getting rough, You're Going to Love Me and It's a Trap Card keep the group healed when your passive health regeneration isn't cutting it.

Reviving gets you additional benefits in this build, so you should be the one taking care of those duties if anyone is going down. Leave the slaughter to your heavier companions, and make sure that they're all set to keep up the action as long as it takes.

For maximum value from this build, encourage people that you play with regularly to push their own builds even more toward a deadly extreme. You've got the support side covered, so they won't need as much utility. Let them get their damage on! We all know they're only that good because they're got the Clapper on their side.



Claptrap tries his best to be the life of the party and usually just makes a fool of himself. When he is successful he can be best damn host anyone can ask for. He's obviously the coolest robot ever, just be sure to eat some of the pizza he bought so he doesn't feel bad, Ok?

—Grant Johnson, Quality Assurance Tester, Gearbox Software

NISHA THE LAWBRINGER

"I am your judge, jury, and executioner!"

Strengths: Wonderful Damage Output, Good for Beginners, Strong Against Groups and in Large Battles, Powerful Soloer

Weaknesses: Damage Over Versatility or Survivability



Nisha knows how to lay down the law. She has amazing damage output, and she's fairly easy to pick up and learn. Her action skill drops groups of enemies very quickly, so she's a wonderful character in larger battles.

Nisha's skills make her a deadly companion, but group buffing and utility aren't as much her thing. You're bringing tons of kill power to the group, and that's mostly it. If you're in a group, make sure that you focus your best efforts on finishing off opponents, because that's what you do best.

Nisha is the woman you want when it's time to kick ass without question or debate. She has incredible options for raw damage output, though you sacrifice major sustainability to do it; you're going to be a glass cannon unless you build her very specifically (and then you'll lose some of the hardcore slaughter).

This is a perfectly fair tradeoff. Nisha kills so well that she's a fast leveler and can take down areas repeatedly in short order so that farming for equipment is enjoyable and easy. Nisha uses a whip for melee, giving her medium range, instead of the usual short range melee attacks. This is very advantageous when push comes to shove. You're going to have to Fight For Your Life more often with her, but Nisha's focus on powerful hip firing usually means that Second Winds are easy to achieve.

Action Skill: Showdown



Showdown is an action skill with very high damage potential. It allows Nisha to wade through entire groups of foes without wasting much time. After activating Showdown, Nisha gains bonus Gun Damage, Fire Rate, Reload Speed, Accuracy, and Bullet Speed. She'll also automatically target her enemies, so you don't need to worry about petty things like aiming! Blast away, and watch the refuse fall to the dirt.

Skill Trees

LAW & ORDER

Law & Order is a damage and survivability tree for Nisha, but it's not her best damage output. Instead, it focuses on surviving longer fights and building buffs until Nisha can destroy all of her enemies. The Order mechanic she gains is a major focus of this; Nisha builds that as she takes damage (or Slams her targets later on). The growing buff affects many other attributes once you've gotten far into the skill tree.

Strengths: Good for Long Fights, Sustained Damage Output, Solid Survivability

Weaknesses: Takes Time to Build Up During Encounters

Expect your Nisha to have good melee, use short-range damage weapons (because you're going to be toe-to-toe with enemies more often), and to get into the center of action. This is as close as you can get to making a Nisha tank!

TIER 1



Law

Increases your Shield Capacity and Melee Damage.

SKILL LEVEL	BONUS
1	Raises Shield Capacity and Melee Damage +5%
2	Raises Shield Capacity and Melee Damage +10%
3	Raises Shield Capacity and Melee Damage +15%
4	Raises Shield Capacity and Melee Damage +20%



Order

Every time you take 15% of your maximum health in damage, you gain a stack of Order. Based on your number of Order stacks, you have a chance to instantly heal double the damage taken. Order stacks are quickly lost outside of combat.

SKILL LEVEL	BONUS
1	Heal Chance: 1.2% per Order stack (max 10)

TIER 2



The Third Degree

When Showdown ends or upon killing an enemy, you gain increased Damage with your next Melee Attack. This effect can stack up to 5 times.

SKILL LEVEL	BONUS
1	Melee Damage: +20% Per Stack
2	Melee Damage: +40% Per Stack
3	Melee Damage: +60% Per Stack
4	Melee Damage: +80% Per Stack
5	Melee Damage: +100% Per Stack



Rough Rider

Slam Augment. Your Slam attack's damage is increased by 25%. Dealing damage with Slam grants you 5 Order stacks per enemy damaged. This skill also raises your Order cap by 5!



Wanted

When an enemy would cause you to gain an Order stack, he gains a Wanted stack. Damaging that target consumes all Wanted stacks and deals bonus damage based on the number of Wanted stacks consumed (and your current level). The maximum number of Wanted stacks is 5, and enemies still gain Wanted stacks even if you are at your maximum Order stacks.

SKILL LEVEL	BONUS
1	Damage Level 1
2	Damage Level 2
3	Damage Level 3
4	Damage Level 4
5	Damage Level 5



It would have to be Nisha: She's got the looks, style and a badass set of guns. That girl loves being a vault hunter!

—Evyn Shuley, Senior Systems Designer, 2K Australia

TIER 3



Discipline

Upon reaching 10 Order stacks, your Shields are restored to full. While at 10 or more Order stacks, you gain improved Melee Damage, Gun Damage, and Shield Recharge Delay for each Order stack. This skill raises your maximum Order cap by 5.

SKILL LEVEL	BONUS
1	Melee Damage: +1.5%/Order, Gun Damage: +1%/Order, Shield Recharge Delay: -1.5%/Order

TIER 4



Due Process

After hitting an enemy with a Melee Attack, you deal increased Gun Damage with all types of guns for a few seconds.

SKILL LEVEL	BONUS
1	Gun Damage: +5%
2	Gun Damage: +10%
3	Gun Damage: +15%
4	Gun Damage: +20%
5	Gun Damage: +25%



Blood of the Guilty

When you or an ally kills an enemy, you gain a stack of Order and have 5% of your health restored. This skill raises your Order cap by 5.



Jurisdiction

During Showdown you Regenerate Health and gain bonus Movement Speed.

SKILL LEVEL	BONUS
1	Regenerate Health: 0.8% of Maximum/Second, Movement Speed: +4%
2	Regenerate Health: 1.6% of Maximum/Second, Movement Speed: +8%
3	Regenerate Health: 2.4% of Maximum/Second, Movement Speed: +12%
4	Regenerate Health: 3.2% of Maximum/Second, Movement Speed: +16%
5	Regenerate Health: 4.0% of Maximum/Second, Movement Speed: +20%

TIER 5



No Pain, No Gain

Gain increased Gun Damage with all gun types based on your health level. The lower your health, the greater the bonus.

SKILL LEVEL	BONUS
1	Gun Damage: Up to +10%
2	Gun Damage: Up to +20%
3	Gun Damage: Up to +30%
4	Gun Damage: Up to +40%
5	Gun Damage: Up to +50%



Rarin' to Go

Kill Skill. Killing an enemy grants you bonus Reload Speed and Gun Damage based on the number of Order stacks you currently have.

SKILL LEVEL	BONUS
1	Reload Speed and Gun Damage: +0.4%/Order
2	Reload Speed and Gun Damage: +0.8%/Order
3	Reload Speed and Gun Damage: +1.2%/Order
4	Reload Speed and Gun Damage: +1.6%/Order
5	Reload Speed and Gun Damage: +2.0%/Order

TIER 6



Thunder Crackdown

Melee Override. Your Melee Attack causes a large cone-shaped Shock burst, dealing increased damage for each Order stack. This skill raises your Order cap by 5.

SKILL LEVEL	BONUS
1	Cooldown: 15 Seconds. Melee Damage: +25%/Order Stack as Shock Damage

FAN THE HAMMER

This tree is for killing. Use this when you're soloing or if you're in a group that needs a closer (someone to finish off targets quickly while other characters wound them and use various buffing skills to make fights easier).

Strengths: Damage. So Much Damage. Holy Hyperion, the Damage.

Weaknesses: Relies Heavily on Kill Skills

In this tree alone, you get three Kill Skills and a fourth skill that entirely relies on getting kills. As long as everyone is cool with that, you're going to have a great time. Murder everything that gets in your way.

Showdown is a wonderful skill for all Nisha builds (obviously), but she gets so much out of it with Fan the Hammer. The increased duration from Ruthless and damage from High Noon make you the queen of burst damage. Jump into a fight, hit Showdown, and slaughter.

When you finish the tree, One for Each of Ya changes everything for the better. Don't use aiming anyway. Grab a wide array of pistols with different damage types, and use those for almost every encounter you have. The damage increase from this skill is wicked. It's worth building your entire character around.

As a personal favorite, we have to say that Jakobs pistols, this tree, and class mods that further improve Jakobs damage make for a dream combo. There's a new sheriff in town, baby!

TIER 1



Saddle Up

Kill Skill. Killing an enemy grants you increased Movement Speed and Gun Damage for a short time.

SKILL LEVEL	BONUS
1	Movement Speed: +4%, Gun Damage: +5%
2	Movement Speed: +8%, Gun Damage: +10%
3	Movement Speed: +12%, Gun Damage: +15%
4	Movement Speed: +16%, Gun Damage: +20%
5	Movement Speed: +20%, Gun Damage: +25%



Ruthless

Kills made during Showdown extend its duration.

SKILL LEVEL	BONUS
1	Showdown Duration: +0.1 Seconds/Kill
2	Showdown Duration: +0.2 Seconds/Kill
3	Showdown Duration: +0.3 Seconds/Kill
4	Showdown Duration: +0.4 Seconds/Kill
5	Showdown Duration: +0.5 Seconds/Kill

TIER 2



Magnificent Six

The last six bullets in Non-Elemental Weapon magazines deal extra Damage.

SKILL LEVEL	BONUS
1	Gun Damage: +6%
2	Gun Damage: +12%
3	Gun Damage: +18%
4	Gun Damage: +24%
5	Gun Damage: +30%



Bottled Courage

When Showdown begins, a portion of your Shield is instantly restored. Also, while Showdown is on cooldown, you gain improved Shield Recharge Rate and Shield Recharge Delay.

SKILL LEVEL	BONUS
1	Showdown restores 10% of Shields, Bonus to Shield Recharge Rate and Recharge Delay: 7%
2	Showdown restores 20% of Shields, Bonus to Shield Recharge Rate and Recharge Delay: 14%
3	Showdown restores 30% of Shields, Bonus to Shield Recharge Rate and Recharge Delay: 21%
4	Showdown restores 40% of Shields, Bonus to Shield Recharge Rate and Recharge Delay: 28%
5	Showdown restores 50% of Shields, Bonus to Shield Recharge Rate and Recharge Delay: 35%

TIER 3



Short Fused

Kill Skill. After killing an enemy, all of your shots deal bonus Explosive Damage for a short time. The closer the enemy is to you, the higher the damage.

SKILL LEVEL	BONUS
1	Up to +35% Gun Damage as Explosive Damage

TIER 4



Faster 'n You

Kill Skill. Killing an enemy greatly improves your Reload Speed, Weapon Swap speed, and Fire Rate for a short duration.

SKILL LEVEL	BONUS
1	Bonus to Reload Speed, Weapon Swap Speed, and Fire Rate: +7%
2	Bonus to Reload Speed, Weapon Swap Speed, and Fire Rate: +14%
3	Bonus to Reload Speed, Weapon Swap Speed, and Fire Rate: +21%
4	Bonus to Reload Speed, Weapon Swap Speed, and Fire Rate: +28%
5	Bonus to Reload Speed, Weapon Swap Speed, and Fire Rate: +35%



Pickpocket

Your Melee Attack steals up to six bullets from your enemy and instantly loads them into your current gun's magazine. There is a cooldown for this skill. Does not work with Rocket Launcher ammo.



Gunslinger

When Showdown begins and ends, a portion of your gun is instantly reloaded.

SKILL LEVEL	BONUS
1	Up to 1 ammo added
2	Up to 2 ammo added
3	Up to 3 ammo added
4	Up to 4 ammo added
5	Up to 5 ammo added

TIER 5



Hell's Comin' with Me!

After reloading or reaching your maximum clip via Pickpocket, for a short duration you gain a chance to have your gun fire twice.

SKILL LEVEL	BONUS
1	Chance for an extra shot: 9%
2	Chance for an extra shot: 18%
3	Chance for an extra shot: 27%
4	Chance for an extra shot: 36%
5	Chance for an extra shot: 45%



High Noon

You gain a bonus to Gun Damage the longer you are in Showdown.

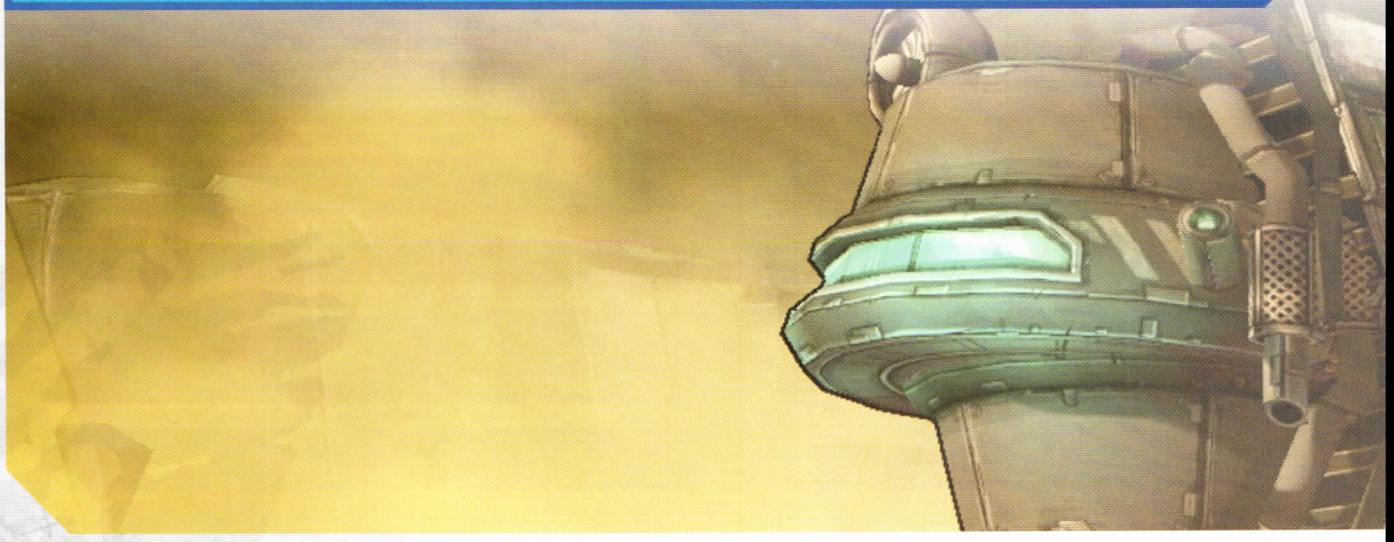
SKILL LEVEL	BONUS
1	Gun Damage: +3%/Second
2	Gun Damage: +6%/Second
3	Gun Damage: +9%/Second
4	Gun Damage: +12%/Second
5	Gun Damage: +15%/Second

TIER 6



One for Each of Ya

When using a Pistol, you get an exact copy of that gun in your offhand. While using ironsights, you shoot with only your main hand.



THE RIFLEWOMAN

The Riflewoman is an interesting tree. By itself, it doesn't have as much presence as the other two; it's only late in the tree that it starts to get the ricochet action that gives it area-of-effect damage and more personality. Before then, it's a tree that's all about solid bonuses toward a good range of aggressive stats.

Strengths: Good Bonuses, Easy to Use, Decent Area-of-Effect Damage Later On

Weaknesses: Almost No Survivability Options

The thing is, Riflewoman is perfect as a damage supplement for either of the other trees. Its bonuses have amazing synergy with Fan the Hammer. Snap Shot pairs well with One for Each of Ya to reduce misses and lost critical opportunities due to hip firing all the time. Quick Shot goes well with pistol use and hip firing, so that's also a great addition.

In general, the other trees provide better early game damage or survivability. Save The Riflewoman for your late levels to fill out your build and make it even more deadly.

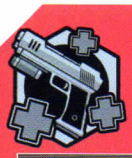
TIER 1



Snap Shot

When firing from the hip, you gain dramatically increased Accuracy and Recoil Reduction.

SKILL LEVEL	BONUS
1	Accuracy: +7%, Recoil Reduction: +5%
2	Accuracy: +14%, Recoil Reduction: +10%
3	Accuracy: +21%, Recoil Reduction: +15%
4	Accuracy: +28%, Recoil Reduction: +20%
5	Accuracy: +35%, Recoil Reduction: +25%



Bona Fide Grit

Kill Skill. Killing an enemy grants you bonus Critical Hit Damage and Health Regeneration for a short duration.

SKILL LEVEL	BONUS
1	Health Regen: 0.4% of Maximum/Second, Critical Hit Damage: +7%
2	Health Regen: 0.8% of Maximum/Second, Critical Hit Damage: +14%
3	Health Regen: 1.2% of Maximum/Second, Critical Hit Damage: +21%
4	Health Regen: 1.6% of Maximum/Second, Critical Hit Damage: +28%
5	Health Regen: 2% of Maximum/Second, Critical Hit Damage: +35%

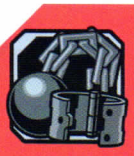
TIER 2



Quick Shot

After Reloading, for a short duration, you gain increased Gun Damage and Fire Rate when shooting from the hip.

SKILL LEVEL	BONUS
1	Gun Damage: +6%, Fire Rate: +7%
2	Gun Damage: +12%, Fire Rate: +14%
3	Gun Damage: +18%, Fire Rate: +21%
4	Gun Damage: +24%, Fire Rate: +28%
5	Gun Damage: +30%, Fire Rate: +35%



Unchained

Shooting an enemy grants you increased Fire Rate with all gun types. A stack of Unchained can be gained only once per second. All stacks are lost if you don't shoot an enemy within 10 seconds.

SKILL LEVEL	BONUS
1	Fire Rate: +1%/Stack (Max 21)
2	Fire Rate: +2%/Stack (Max 21)
3	Fire Rate: +3%/Stack (Max 21)
4	Fire Rate: +4%/Stack (Max 21)
5	Fire Rate: +5%/Stack (Max 21)

TIER 3



Fistful of Bullets

Increases your Magazine Size with all gun types by 3.

TIER 4



Crack Shot

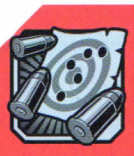
The first shot fired from a fully loaded magazine causes Bonus Damage. If you kill an enemy with this shot, they explode, dealing damage to all nearby enemies.

SKILL LEVEL	BONUS
1	Gun Damage: +10%
2	Gun Damage: +20%
3	Gun Damage: +30%
4	Gun Damage: +40%
5	Gun Damage: +50%



Impatience

Killing an enemy grants you a stack of Impatience, and increases your Reload Speed by 20% for each stack. All stacks are lost after reloading. This stacks up to 21 times.



Hot Lead

Your Critical Hits with non-elemental guns deal additional incendiary damage with a high chance of igniting enemies. The damage of the incendiary and ignite damage is based on your gun's damage.

SKILL LEVEL	BONUS
1	Adds 5% of Gun Damage as Incendiary Damage, Ignite Level 1
2	Adds 10% of Gun Damage as Incendiary Damage, Ignite Level 2
3	Adds 15% of Gun Damage as Incendiary Damage, Ignite Level 3
4	Adds 20% of Gun Damage as Incendiary Damage, Ignite Level 4
5	Adds 25% of Gun Damage as Incendiary Damage, Ignite Level 5

TIER 5



Trick Shot

Your bullets that hit walls or other objects have a chance to ricochet and hit other enemies.

SKILL LEVEL	BONUS
1	Ricochet Chance: 8%, Ricochet Damage: -20%
2	Ricochet Chance: 16%, Ricochet Damage: -20%
3	Ricochet Chance: 24%, Ricochet Damage: -20%
4	Ricochet Chance: 32%, Ricochet Damage: -20%
5	Ricochet Chance: 40%, Ricochet Damage: -20%



Tombstone

Kill Skill. After killing an enemy, all hits have a chance to count as Critical Hits for a short time.

SKILL LEVEL	BONUS
1	Critical Hit Chance: +6%
2	Critical Hit Chance: +12%
3	Critical Hit Chance: +18%
4	Critical Hit Chance: +24%
5	Critical Hit Chance: +30%

TIER 6



The Unforgiven

During Showdown, all shots that hit enemies ricochet toward other enemies nearby, dealing 10% weapon damage per hit. Also, Showdown triggers an explosion when it ends, dealing more damage to every enemy that has been shot by you.



Solo Play

Nisha is a great soloer; there's no doubt about it. Her prevalence of Kill Skills, damage buffs, and synergistic bonuses make it easy to eliminate targets before they have a chance to kill you.

Invest heavily in Fan the Hammer to get the baseline damage output you need. This ensures that Showdown takes out targets quickly and efficiently. Then, invest in The Riflewoman after maxing out Fan the Hammer and get better stats to use with your hip-fired dual pistols!

At that point, Nisha is almost unstoppable as long as she keeps her pistols up to date. Always be on the lookout for new ones with even more damage or more useful stats. Update these long before you worry about improved secondary equipment.

Because this is a solo build, we've grabbed a wide range of Kill Skills. Snap Shot versus Bona Fide Grit is a tough call; Bona Fide Grit adds yet another Kill Skill (and some awesome critical bonuses), but Snap Shot is a great way to improve your number of hits that land while hip firing.

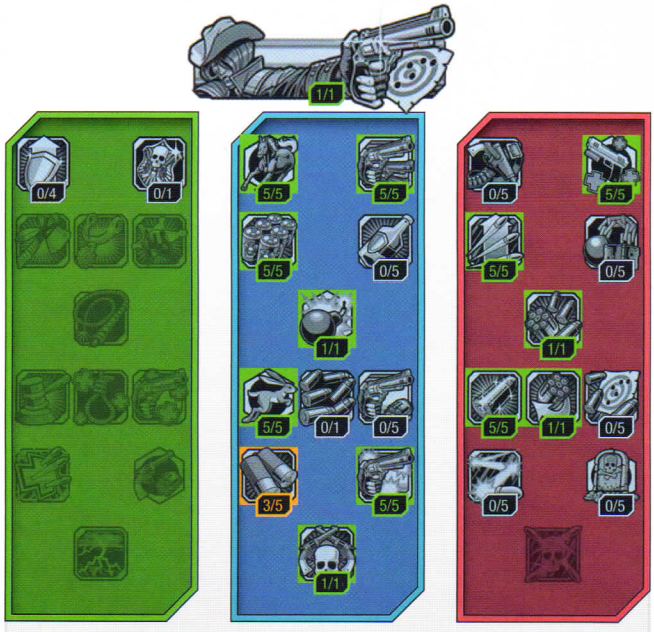
If you're a master shot, switch to Bona Fide Grit for even more brutality. If you're finding it hard to land criticals at all while hip firing, stick with Snap Shot. They're both extremely good skills.

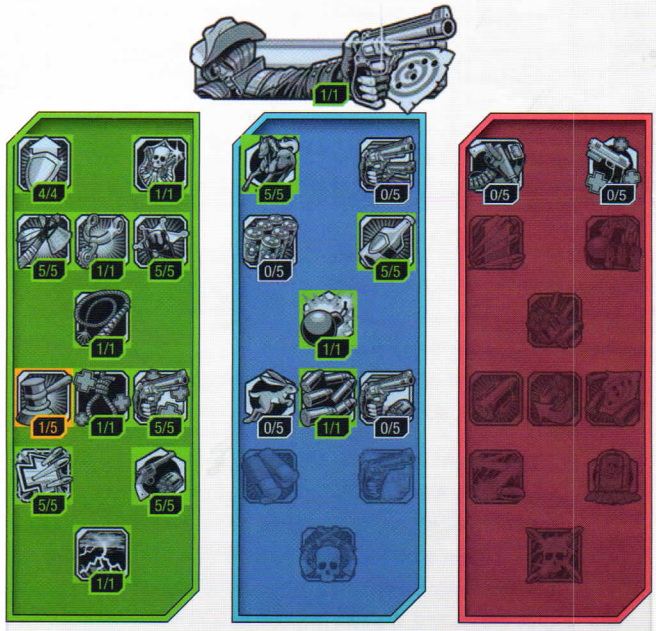
Cooperative Play

Nisha isn't the strongest choice for good cooperative play. She adds so much damage to the party that it's silly, but that's all that she's able to contribute. Group healing, buffs, crowd control, and other co-op perks aren't present in her skill trees. She's a stone cold killer.

If you're joining a team with Nisha, you can act as a deadly tank with a solid Law & Order build, or you can stick with your guns and build her like a soloist and let the rest of the group construct their builds around you. That sounds selfish, but as long as your buddies are cool with it there's no problem. All groups need damage, so it's not like you aren't filling a role.

When you decide to play Nisha as a damage/tank character, make sure to keep your health and shield capacity high. Nisha doesn't survive by getting damage reduction. Instead, she has multiple skills to heal herself over time while fighting and to regain shields at critical moments. The higher your capacity in both health and shields, the more these skills are helping you. Thus, bonus capacity is your friend!





I can finally play a proper gunslinging Vault Hunter. Two sidearms and zero conscience is the only way to live and die in the Borderlands.

—Rick Porter, Game Designer, Gearbox Software

WILHELM THE ENFORCER

"I absolutely will not stop, ever, until you are dead."

Strengths: The Power of Pure, Beefy Survivability, Flexible

Weaknesses: Fewer Damage Skills, Reliance on Action Skills

Wilhelm is one of the hardest Vault Hunters to kill. Whether soloing or tanking for a group, he's about as tough as they come. In addition, Wilhelm's expertise with drones means that he's never really alone: he can summon buddies to help at any point.

A scarcity of damaging skills prevents Wilhelm from being as fast a killer as some of his competitors. He'll often level somewhat slower (per hour spent playing) and have to work a bit harder to clear areas. When you account for his increased survivability, this merely offsets his decreased death expenses, so it isn't a major problem.

Because Wilhelm's skills focus heavily on his Wolf and Saint ability, he's left somewhat high and dry while his action skill is on cooldown. Be willing to hide or at least seek better cover if your action skill runs out of juice in the middle of a fierce battle.

Action Skill: Wolf and Saint



Wolf and Saint is one of the best action skills for anyone who wants to mix damage and survivability. The two drones that Wilhelm calls are specialists. Wolf takes out enemies for the duration of this skill, and Saint heals Wilhelm as much as possible.

This skill can be used offensively or defensively. By default, it's going to serve both of those functions. But you can trigger it at times when you need more damage or if you're in trouble. When you suspect that Wilhelm is going to get taken down, ALWAYS try to hit Wolf and Saint. Wolf's kills grant you Second Wind, and dying because you forgot to use your Action Skill is quite depressing. It's also grounds for contract termination (a fate worse than death).

You can hold down the Action Skill button to end this prematurely and refund some of your cooldown time. This is very useful whenyou finish off an entire group of enemies and don't have any more targets to worry about. Otherwise, let the skill play out while more and more of your targets are blown away by Wolf's guns (or missiles, if you spec for it)!

Skill Trees

HUNTER-KILLER

Even more than most trees, Hunter-Killer depends on proper use of your action skill. Many of the abilities here upgrade the way that Wolf and Saint function. If you're not excited by having your "pets" do a major portion of your damage, then this isn't the line for you.

Strengths: Strong Solo Capabilities

Weaknesses: Very Reliant on Action Skill Use

In terms of soloing, this may be one of the most comfortable and easy builds in the game. Enemies keep the same stats as if you were soloing, but Wolf and Saint feel like having another party member along for the ride. Wolf doesn't deal damage like a dedicated buddy, but it can dish out more than you'd expect once there are enough skills dedicated to that role.

Wilhelm doesn't go down often because of Saint's healing, gets free Second Winds plenty of the time from Wolf's kills, and still does enough damage to be a threat in his own right. We're not talking about Nisha damage here, but it's enough to drop his targets.

If you're soloing in really tough areas, you may have to back off and wait for your cooldown to reset if Wolf gets killed too quickly or if your duration expires before a large battle is completed.

TIER 1



Afterburner

Wolf's Air Speed is increased. Additionally, your Reload Speed and Projectile Speed get a boost.

SKILL LEVEL	BONUS
1	Wolf Air Speed: +6%, Reload and Projectile Speed: +5%
2	Wolf Air Speed: +12%, Reload and Projectile Speed: +10%
3	Wolf Air Speed: +18%, Reload and Projectile Speed: +15%
4	Wolf Air Speed: +24%, Reload and Projectile Speed: +20%
5	Wolf Air Speed: +30%, Reload and Projectile Speed: +25%



Fire Support

Increases your damage with all gun types and augments the Damage dealt by Wolf.

SKILL LEVEL	BONUS
1	Gun Damage: +3%, Wolf Damage: +5%
2	Gun Damage: +6%, Wolf Damage: +10%
3	Gun Damage: +9%, Wolf Damage: +15%
4	Gun Damage: +12%, Wolf Damage: +20%
5	Gun Damage: +15%, Wolf Damage: +25%

TIER 2



Venom Bolts

Wolf Ability. Wolf's shots have a chance to be Venom Bolts, which deal Corrosive Damage. Additionally, you gain increased Corrode Chance and Corrode Damage with guns and grenades.

SKILL LEVEL	BONUS
1	Venom Bolt Chance: 10%, Corrode Chance: +2%, Corrode Damage: +4%
2	Venom Bolt Chance: 15%, Corrode Chance: +4%, Corrode Damage: +8%
3	Venom Bolt Chance: 20%, Corrode Chance: +6%, Corrode Damage: +12%
4	Venom Bolt Chance: 25%, Corrode Chance: +8%, Corrode Damage: +16%
5	Venom Bolt Chance: 30%, Corrode Chance: +10%, Corrode Damage: +20%



Suppression

Kill Skill. Killing an enemy gives you and Wolf increased Fire Rate for a short time.

SKILL LEVEL	BONUS
1	Fire Rate: +6%, Wolf Fire Rate: +15%
2	Fire Rate: +12%, Wolf Fire Rate: +30%
3	Fire Rate: +18%, Wolf Fire Rate: +45%
4	Fire Rate: +24%, Wolf Fire Rate: +60%
5	Fire Rate: +30%, Wolf Fire Rate: +75%

TIER 3



Laser Guided

When you activate Wolf and Saint, or press the Action Skill button while they are already active, Saint will Paint the target under your reticle. Wolf will focus attacks on the current Painted target, and that target takes increased Damage from all sources. If a target is killed while Painted, extra duration is added to Wolf and Saint.

SKILL LEVEL	BONUS
1	Target Damage Received: +25%, Duration Extension: 5 Seconds/Kill

TIER 4



Rolling Thunder

While Wolf is alive, you gain periodic stacks of Rolling Thunder, increasing Wolf's damage.

SKILL LEVEL	BONUS
1	Wolf Damage: +2%/Stack, Interval: 5 Seconds
2	Wolf Damage: +4%/Stack, Interval: 5 Seconds
3	Wolf Damage: +6%/Stack, Interval: 5 Seconds
4	Wolf Damage: +8%/Stack, Interval: 5 Seconds
5	Wolf Damage: +10%/Stack, Interval: 5 Seconds



Kill Switch

Wolf Ability. Whenever Wolf is recalled, runs out of Health, or expires, it will dive bomb enemies with explosive effect.



Scramble

When Wolf is destroyed, it is replaced once for free, and time will be added to Wolf and Saint's Duration.

SKILL LEVEL	BONUS
1	Time Added: 30%
2	Time Added: 35%
3	Time Added: 40%
4	Time Added: 45%
5	Time Added: 50%

TIER 5



Cold War

When you apply a Shock, Incendiary, or Corrosive status effect to an enemy, there is a chance to freeze the target. Additionally, you gain increased status effect chance when using Cryo weapons.

SKILL LEVEL	BONUS
1	Freeze Chance: 5%, Cryo Weapon Freeze Chance: +2%
2	Freeze Chance: 10%, Cryo Weapon Freeze Chance: +4%
3	Freeze Chance: 15%, Cryo Weapon Freeze Chance: +6%
4	Freeze Chance: 20%, Cryo Weapon Freeze Chance: +8%
5	Freeze Chance: 25%, Cryo Weapon Freeze Chance: +10%



Escalation

Increases your Critical Hit Damage. Additionally, Critical Hits on enemies reduce the remaining cooldown of Wolf and Saint by a small amount. This effect has a cooldown.

SKILL LEVEL	BONUS
1	Critical Hit Damage: +5%, Cooldown Reduction: .6 Seconds, Cooldown: 6 Seconds
2	Critical Hit Damage: +10%, Cooldown Reduction: 1.2 Seconds, Cooldown: 6 Seconds
3	Critical Hit Damage: +15%, Cooldown Reduction: 1.8 Seconds, Cooldown: 6 Seconds
4	Critical Hit Damage: +20%, Cooldown Reduction: 2.4 Seconds, Cooldown: 6 Seconds
5	Critical Hit Damage: +25%, Cooldown Reduction: 3 Seconds, Cooldown: 6 Seconds

TIER 6



Omega Strike

Wolf Ability. Wolf periodically launches a deadly missile strike against its targets.



If I were a Vault Hunter? Probably Wilhelm. I feel like I could keep the addiction to cyborg augmentation under control and still get awesome robot limbs.

—**Nick Kaun, Localization Specialist,** Gearbox Software

CYBER COMMANDO

Cyber Commando turns Wilhelm into a cyborg that is at least as much machine as man. He gains a few survivability bonuses during his leveling, but the main strength of this tree is in dishing out the damage. Hunter-Killer and Cyber Commando make a perfectly solid pairing for basic damage and survivability.

Strengths: Solid Damage, Cool Voice Changes, Flexible Combat Style

Weaknesses: Light on Defense

After getting a few of the skills in Cyber Commando, your melee prowess grows. Through direct attacks and Slam, you can get in there and mix it up with your targets. Use these attacks while staying in the middle of your enemies so that they focus on you instead of squishier allies.

TIER 1



Laser Focus

Increases Gun Damage and Magazine Size with all Laser Weapons.

SKILL LEVEL	BONUS
1	Laser Damage: +4%, Magazine Size: +4
2	Laser Damage: +8%, Magazine Size: +6
3	Laser Damage: +12%, Magazine Size: +8
4	Laser Damage: +16%, Magazine Size: +10
5	Laser Damage: +20%, Magazine Size: +12



Man and Machine

Increases Shield Capacity and Maximum Health for you and Wolf.

SKILL LEVEL	BONUS
1	Shield Capacity and Maximum Health: +3%, Wolf Shield Capacity and Maximum Health: +5%
2	Shield Capacity and Maximum Health: +6%, Wolf Shield Capacity and Maximum Health: +10%
3	Shield Capacity and Maximum Health: +9%, Wolf Shield Capacity and Maximum Health: +15%
4	Shield Capacity and Maximum Health: +12%, Wolf Shield Capacity and Maximum Health: +20%
5	Shield Capacity and Maximum Health: +15%, Wolf Shield Capacity and Maximum Health: +25%

TIER 2



First to Fight

Increases your Gun Damage. This bonus is lost 5 seconds after you deal damage and is regained after 5 seconds of you not dealing or taking damage.

SKILL LEVEL	BONUS
1	Gun Damage: +8%
2	Gun Damage: +16%
3	Gun Damage: +24%
4	Gun Damage: +32%
5	Gun Damage: +40%



Targeting Scope

Kill Skill. Killing an enemy gives you increased Accuracy and Critical Damage for a few seconds.

SKILL LEVEL	BONUS
1	Critical Damage: +10%, Accuracy: +5%
2	Critical Damage: +20%, Accuracy: +10%
3	Critical Damage: +30%, Accuracy: +15%
4	Critical Damage: +40%, Accuracy: +20%
5	Critical Damage: +50%, Accuracy: +25%

TIER 3



Power Fist

Melee Override. Your Melee Attack has an extended range and explosive damage. This ability has a cooldown (12 seconds).

TIER 4



Emergency Response

This skill is activated whenever your Shield becomes depleted, increasing your Fire Rate, Reload Speed, and Wolf's Fire Rate for a short duration. Your Shield must fully recharge between activations.

SKILL LEVEL	BONUS
1	Reload Speed and Fire Rate: +10%, Wolf Fire Rate: +10%, Duration: 15 Seconds
2	Reload Speed and Fire Rate: +15%, Wolf Fire Rate: +20%, Duration: 15 Seconds
3	Reload Speed and Fire Rate: +20%, Wolf Fire Rate: +30%, Duration: 15 Seconds
4	Reload Speed and Fire Rate: +25%, Wolf Fire Rate: +40%, Duration: 15 Seconds
5	Reload Speed and Fire Rate: +30%, Wolf Fire Rate: +50%, Duration: 15 Seconds



Shock Absorbers

You can shoot while Sprinting. While doing so, you gain bonus Gun Damage (+20%) and suffer no Accuracy penalties.



Divert Power

When your Shields are depleted and your Health is low, taking Damage causes you to gain massive Shield Regeneration and Damage Resistance for a few seconds. This ability has a cooldown.

SKILL LEVEL	BONUS
1	Health Threshold: 30%, Cooldown: 25 Seconds, Duration: 3 Seconds, Resistance: +50%, Shield Recharge: 20%
2	Health Threshold: 30%, Cooldown: 25 Seconds, Duration: 3 Seconds, Resistance: +66.7%, Shield Recharge: 40%
3	Health Threshold 30%, Cooldown: 25 Seconds, Duration: 3 Seconds, Damage Resistance: +75%, Shield Recharge: 60%
4	Health Threshold 30%, Cooldown: 25 Seconds, Duration: 3 Seconds, Damage Resistance: +80%, Shield Recharge: 80%
5	Health Threshold 30%, Cooldown: 25 Seconds, Duration: 3 Seconds, Damage Resistance: +83.3%, Shield Recharge: 100%

TIER 5



Meteor Slam

Increases the Damage Radius of your Slam ability.

SKILL LEVEL	BONUS
1	Slam Radius 1
2	Slam Radius 2
3	Slam Radius 3
4	Slam Radius 4
5	Slam Radius 5



Welcome to the Gun Show

You are better with guns in nearly every regard. Increases Gun Damage, Reload Speed, Magazine Size, and Accuracy; also reduces Recoil.

SKILL LEVEL	BONUS
1	Weapon Damage and Magazine Size: +3%, Reload Speed, Accuracy, and Recoil Reduction: +3%
2	Weapon Damage and Magazine Size: +6%, Reload Speed, Accuracy, and Recoil Reduction: +6%
3	Weapon Damage and Magazine Size: +9%, Reload Speed, Accuracy, and Recoil Reduction: +8%
4	Weapon Damage and Magazine Size: +12%, Reload Speed, Accuracy, and Recoil Reduction: +11%
5	Weapon Damage and Magazine Size: +15%, Reload Speed, Accuracy, and Recoil Reduction: +13%

TIER 6



Vengeance Cannon

Whenever your Shield becomes depleted, you activate your shoulder-mounted Vengeance Cannon. This fires Incendiary Blasts in tandem with your equipped weapon and lasts for a short period. Your Shield must fully recharge between activations. The duration is 12 seconds.

DREADNOUGHT

Dreadnought makes sure that Wilhelm is not a hero who is brought down easily. The improvements to his health, shields, and resistances ensure that he can take the most brutal of punishments and still have a chance to come back swinging.

Strengths: Group Friendly, Darn Tough

Weaknesses: Another Slow Killer

If you combine Dreadnought and Cyber Commando, you have solid survivability and strong damage output. While Dreadnought on its own doesn't focus on damage, when the two are combined you have a good, balanced build.

TIER 1



Auxiliary Tanks

Increases Wolf and Saint's Duration and Cooldown Rate.

SKILL LEVEL	BONUS
1	Duration: +2 Seconds, Cooldown Rate: +3%
2	Duration: +4 Seconds, Cooldown Rate: +6%
3	Duration: +6 Seconds, Cooldown Rate: +9%
4	Duration: +8 Seconds, Cooldown Rate: +12%
5	Duration: +10 Seconds, Cooldown Rate: +15%



Fortify

Increases Max Health for you and Wolf. Additionally, you deal increased Damage with all gun types while Saint is active.

SKILL LEVEL	BONUS
1	Maximum Health (Wilhelm and Wolf): +3%, Gun Damage: +4%
2	Maximum Health (Wilhelm and Wolf): +6%, Gun Damage: +8%
3	Maximum Health (Wilhelm and Wolf): +9%, Gun Damage: +12%
4	Maximum Health (Wilhelm and Wolf): +12%, Gun Damage: +16%
5	Maximum Health (Wilhelm and Wolf): +15%, Gun Damage: +20%

TIER 2



Energize

Saint Ability. Saint occasionally boosts your Shields and those of your friends. Additionally, Saint gains an increase to the rate at which it regenerates your health.

SKILL LEVEL	BONUS
1	Shield Restoration: 8%, Health Regen: 0.6% of Maximum/Second
2	Shield Restoration: 16%, Health Regen: 1.2% of Maximum/Second
3	Shield Restoration: 24%, Health Regen: 1.8% of Maximum/Second
4	Shield Restoration: 32%, Health Regen: 2.4% of Maximum/Second
5	Shield Restoration: 40%, Health Regen: 3% of Maximum/Second



Heatsinks

Improves Shield Recharge Rate and Shield Recharge Delay. This bonus is doubled while Wolf and Saint are on cooldown.

SKILL LEVEL	BONUS
1	Shield Recharge Rate: +6%, Shield Recharge Delay: -4%
2	Shield Recharge Rate: +12%, Shield Recharge Delay: -7%
3	Shield Recharge Rate: +18%, Shield Recharge Delay: -11%
4	Shield Recharge Rate: +24%, Shield Recharge Delay: -14%
5	Shield Recharge Rate: +30%, Shield Recharge Delay: -17%

TIER 3



Termination Protocols

Fight For Your Life is replaced by Termination Protocols. During this period, you can walk at a reduced rate and fire your weapons, while also constantly shocking nearby enemies. If the timer expires, your power core goes critical and releases a Nuclear Explosion.

TIER 4



Rapid Reinforcement

Kill Skill. Killing an enemy increases your Cooldown Rate for Wolf and Saint, while also boosting your Movement Speed and Reload Speed for a short time.

SKILL LEVEL	BONUS
1	Movement Speed: +3%, Reload Speed: +8%, Action Skill Cooldown Rate: +4%
2	Movement Speed: +6%, Reload Speed: +16%, Action Skill Cooldown Rate: +8%
3	Movement Speed: +9%, Reload Speed: +24%, Action Skill Cooldown Rate: +12%
4	Movement Speed: +12%, Reload Speed: +32%, Action Skill Cooldown Rate: +16%
5	Movement Speed: +15%, Reload Speed: +40%, Action Skill Cooldown Rate: +20%



Zero Hour

Saint Ability. When Saint is recalled or expires, it explodes, deploying a Healing Zone underneath you. You and your friends Regenerate Health while standing in this zone.

SKILL LEVEL	BONUS
1	Duration: 12 Seconds, Health Regen: 8% of Max/Second



Hazmat Containment System

If you have an Incendiary, Shock, or Corrosive Status Effect active, you and your friends gain increased Resistance to that element. Additionally, you occasionally spread that Status Effect to nearby enemies while it's active.

SKILL LEVEL	BONUS
1	Elemental Resistance: +17%
2	Elemental Resistance: +29%
3	Elemental Resistance: +38%
4	Elemental Resistance: +44%
5	Elemental Resistance: +50%

TIER 5



Kinetic Armor

Increases your Maximum Health. Additionally, close range attackers have a chance to be struck by Explosive Feedback. The closer the enemy is to you, the more likely he is to be struck.

SKILL LEVEL	BONUS
1	Maximum Health: +5%, Explosive Feedback: Up to 5% Chance
2	Maximum Health: +10%, Explosive Feedback: Up to 10% Chance
3	Maximum Health: +15%, Explosive Feedback: Up to 15% Chance
4	Maximum Health: +20%, Explosive Feedback: Up to 20% Chance
5	Maximum Health: +25%, Explosive Feedback: Up to 25% Chance



Hard to Kill

Whenever you are shot or struck by an enemy, you gain a stack of Hard to Kill, reducing all Damage received. All stacks are removed after a few seconds without taking any damage.

SKILL LEVEL	BONUS
1	Damage Reduction: 0.1%/Stack, Max Stacks: 100
2	Damage Reduction: 0.2%/Stack, Max Stacks: 100
3	Damage Reduction: 0.3%/Stack, Max Stacks: 100
4	Damage Reduction: 0.4%/Stack, Max Stacks: 100
5	Damage Reduction: 0.5%/Stack, Max Stacks: 100

TIER 6



Overcharge

Saint Ability. Immediately after being summoned, Saint releases an Energy Wave that Overcharges you and any nearby friends for a short duration. Overcharged players gain increased Movement Speed, Fire Rate, Reload Speed, and Ammo Regeneration.

SKILL LEVEL	BONUS
1	Movement Speed: +15%, Reload Speed: +75%, Fire Rate: +75%, Ammo Regeneration: +10, Duration: 10 Seconds

Solo Play

Wilhelm pretty much requires Hunter-Killer to make the most of a solo build. It's his best opportunity for fun, damage, and upgraded action skill abilities. Take that for just about any solo build and then work from there. You can put additional points into Cyber Commando for increased survivability and damage. Or, if you're really picky, use skills from all three trees. It's possible to pick and choose in such a way that you get a fair amount of damage output from Wilhelm while still retaining his major Wolf and Saint abilities. Nice!

When playing with this configuration, your goal is to enter an area, trigger the fighting, and then use Wolf and Saint to sustain yourself while peeling off one target after the other. Practice using Laser Guided as often as you can. It's easy to forget this skill, but it adds a major boost to your damage against selected targets. This is even more important in multiplayer, when your Painting improves allies' damage, as well.

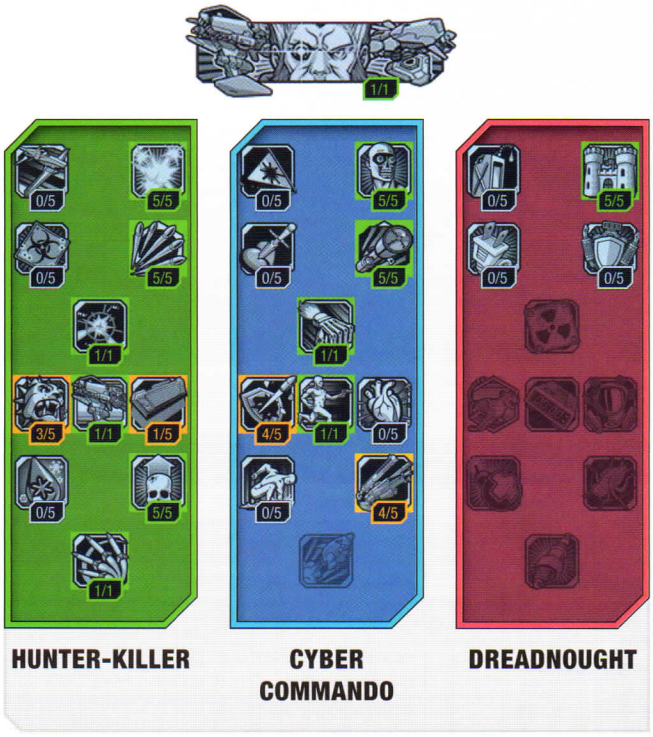
In the build we've provided here, you see that we've grabbed skills from all over the place. This adds enough baseline gun damage that Wilhelm won't have to slug through enemies. Tankier Wilhelm builds require much more time to bring down opponents.

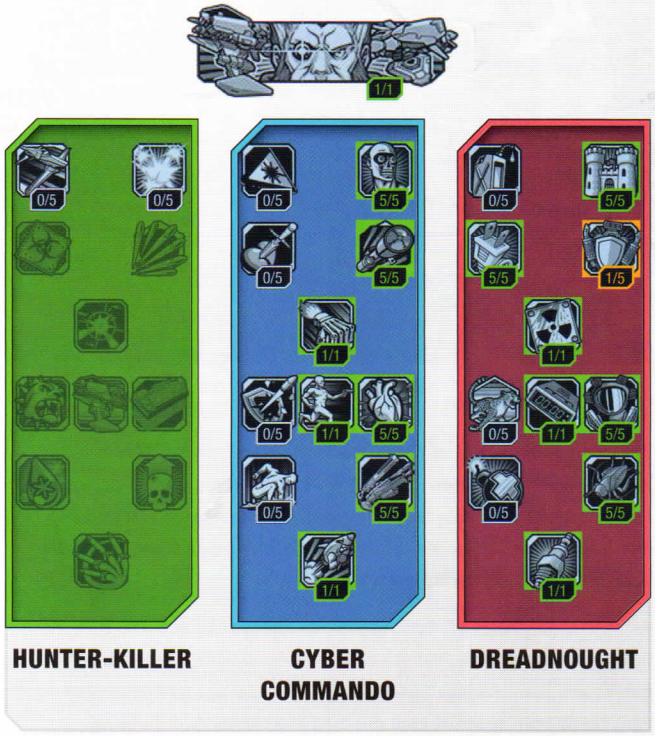
Cooperative Play

Wilhelm is an amazing soloer, but he also thrives in cooperative play when a group requires a heavy tank. You won't have the tank+damage combo that some of the other Vault Hunters pull off, but you can survive the worst possible conditions without needing constant aid from support characters.

Wilhelm's tankiest build is at its best in True Vault Hunter Mode. Before then, this is actually overkill when it comes to survival. Enemies in the normal campaign get tougher when it comes to group play, but they still can't power through most characters' tanking.

Try a build with heavier damage in Normal Mode, and then try out this cooperative build when you go into True Vault Hunter Mode with your friends. That's when Wilhelm begins showing off. His bonuses for shield and health capacity are quite fair, and then he also grabs huge resistance skills. Thus, he has both burst survivability and sustained survivability. Intense short encounters and grueling engagements are both extremely doable.

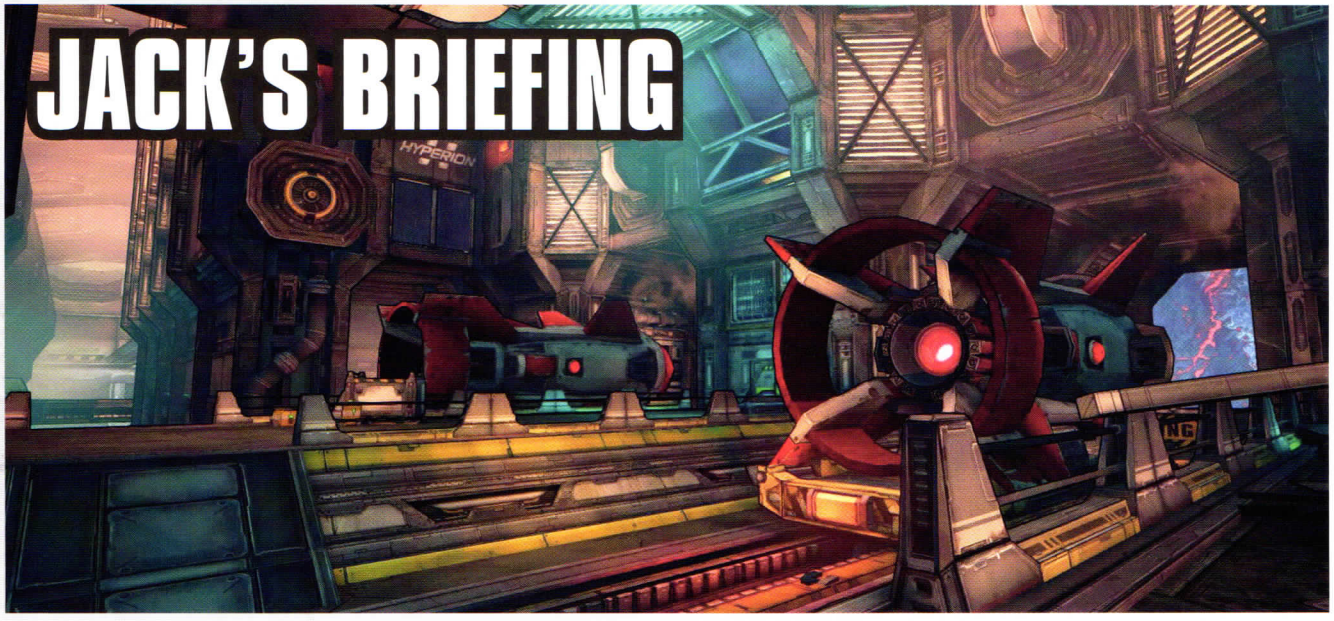




Even knowing where his story ends, who could turn down being a cybernetic commando for hire?

—Blake Sherer, QA Tester, Gearbox Software

YOU DON'T KNOW JACK: THE MAIN STORY MISSIONS



JACK'S BRIEFING

Greetings, Vault Hunter.

I'm glad you accepted my invitation. Look, the Hyperion Corporation isn't always the friendliest place to work, but it does have certain perks. One is that we get pretty familiar with the planetoids we tear apart. Our "secure" database of lucrative lunar anomalies (including possible Vault locations) is growing every day.

As moons go, Elpis isn't bad. Ever since The Crackening, the lava flows are quite spectacular. It's amazing how quickly a magma eruption can liquefy biomass into flaming soup. Also, the occasional oxygen vent keeps your eyeballs from popping like bloody gum-bubbles. That's another fun feature.

And the fauna are really something to see. Kraggons, for example—not many lunar habitats produce such intricate diversity within a single ravenous flesh-eating species.

Yes, those are all nice things. But a desolate, largely airless moon can present a few challenges as well. That's why I had this dossier prepared for you. Study its maps. Follow its directives carefully. Learn from the grisly deaths of those who came before you.

Remember, with the right gun you can freeze guys you don't like and then shatter them into meat shards. Really, the fun never ends up here.

STORY MISSION	REGION(S)	PAGE #
Welcome to Helios	Helios Station	60
Lost Legion Invasion	Helio's Station, Serenity's Waste	64
Marooned	Serenity's Waste , Regolith Range	73
Systems Jammed	Serenity's Waste, Concordia	80
A New Direction	Triton Flats, Crisis Scar, Concordia, The Meriff's Office	87
Intelligences of the Artificial Persuasion	Triton Flats, Outlands Canyon, Outlands Spur, Pity's Fall	98
Let's Build a Robot Army	Triton Flats, Titan Industrial Facility, Titan Robot Production Plant	111
Home Sweet Home	Hyperion Hub of Heroism, Jack's Office, Research and Development	121
Science and Violence	Research and Development	127
Watch Your Step	Hyperion Hub of Heroism, Veins of Helios, Lunar Launching Station	132
Eye to Eye	Lunar Launching Station, Eye of Helios	140
The Beginning of the End	Triton Flats, Vorago Solitude, Outfall Pumping Station, Tycho's Ribs, Eleseer,	147



Master LEGEND for Mission Maps

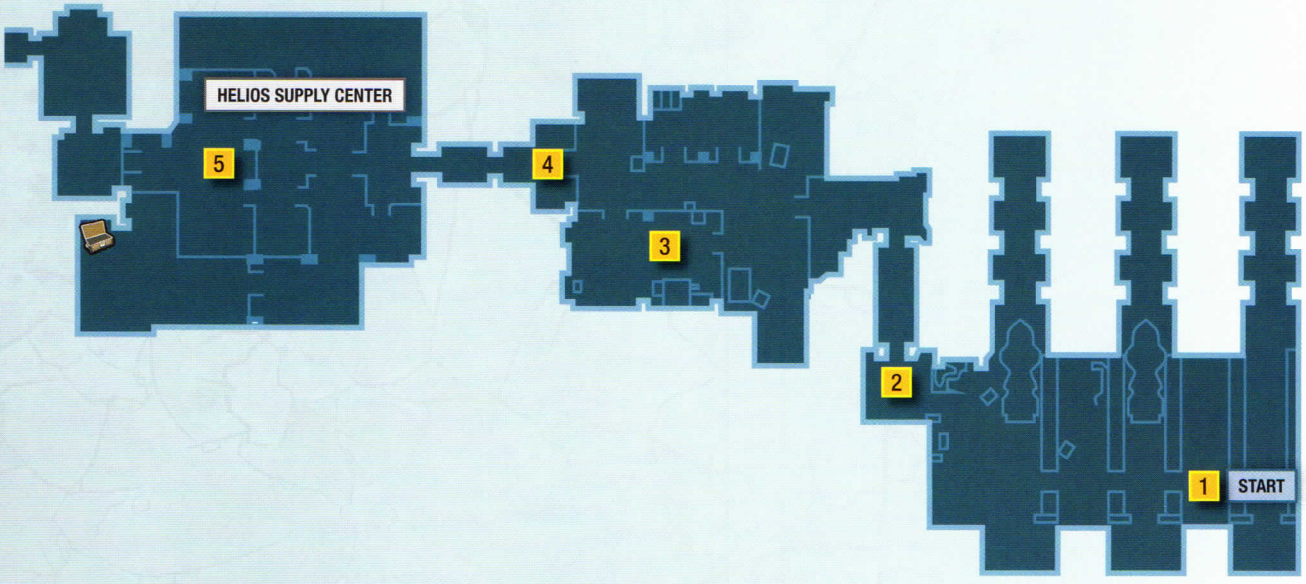
- Air Dome Generator
- Bounty Board
- Cult of the Vault
- Custom Waypoint
- Deployed Vehicle
- ECHO Recorder
- Fast-Travel
- Grinder
- Moon Zoomy
- Nina's Nursing
- Objective Waypoint
- Oxygen Source
- Quick Change
- Treasure Chest
- Weapons / Ammo

Region	Helios Station
Mission Giver	N/A
Available	At game start
Level	1

WELCOME TO HELIOS

Find Jack, your employer, and help him save the station.

MISSION MAP: HELIOS STATION



MISSION BRIEFING

The Lost Legion, a unit of mercenary soldiers employed by the Dahl Corporation, has assaulted Helios Station. Helios is the massive orbital platform where you're supposed to meet Jack for a mission briefing before embarking on a Vault Hunting expedition to Pandora's moon, Elpis. Looks like you'll have to rescue Jack first.

Objectives

- FOLLOW CL4P-TP UNIT
- DEFEND CL4P-TP UNIT
- GET TO JACK
- PROTECT JACK
- REVIVE JACK
- TURN IN FOR A REWARD

Rewards

TURN IN:	MONEY	XP	GEAR
Jack	22	107	Shield

Another Day, Another Dollar

Money and XP earned from quests may vary based on a player's level at the start of the mission.

MISSION WALKTHROUGH

Follow the CL4P-TP unit

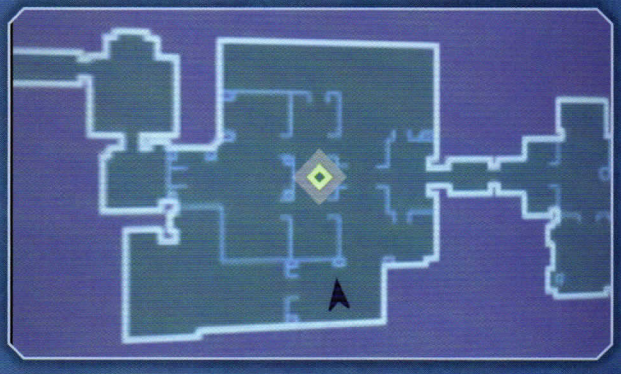
Your shuttle crash-landed in the Satellite Launch bay **(1)** of Helios Station, which is under attack from Dahl military forces. Staggering to your feet, you meet a CL4P-TP unit who gives you an ECHO Device that generates a HUD filled with useful info, including a minimap of the local area. The CL4P-TP unit insists on leading you to your "contract liaison."



Follow CL4P-TP across the launch rails to the next raised platform. Stop there to loot the containers with glowing green lights. Throughout the game, similar containers will prove to be valuable sources of ammo, cash, gear, and other items.

FOLLOWING THE GREEN DIAMOND

The location of your current objective (or of the next waypoint leading to it) is marked as a pulsing green diamond-shaped icon on both your HUD minimap and the ECHO Device region map. This pulsing marker also appears floating in your field of view in the game environment when you get close to the objective or waypoint.



Note that sometimes, even though the diamond icon seems to be floating right in front of you, the location it marks is actually behind a barrier that you must work around.

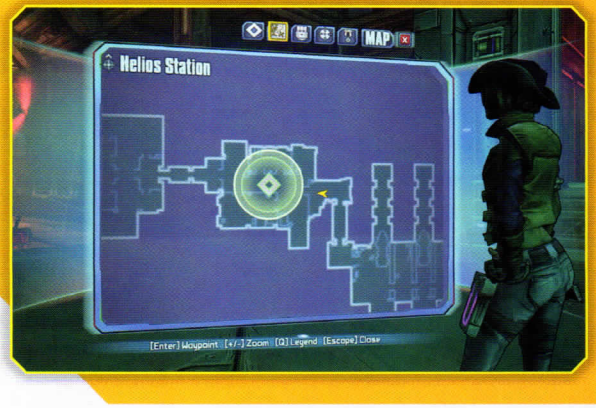
LOOT AND BULK COLLECTING

Numerous containers hold loot for the taking on Helios Station. Lootable containers always have glowing green lights. After you open one, just hold down the Pickup Items button to "bulk collect"—that is, to grab everything inside at once instead of plucking out each item one at a time.



Area Waypoints

Area Waypoints display the general location of an objective on your map. Search the area indicated to find it.



Continue on toward the closed door marked "Access Hall" **(2)** where the CL4P-TP unit waits. (Be sure to loot more green-lit containers en route.) When you reach the CL4P-TP, he opens the door. Follow the little unit down the corridor into the next room, the Supply Junction, where he blunders into a hostile Lost Legion squad **(3)**.

Defend CL4P-TP unit

Here's your first combat situation. Two Lost Legion Marines are shooting at Loader bots, and they open fire on you too. Shoot back, and make yourself a moving target. Try jumping or firing as you slide side-to-side using the Strafe Left/Right controls. If you need to reload, duck behind cover. Soon three more Marines enter the Supply Junction. Take them out too.



> If there is one trick I can recommend in **The Pre-Sequel,** it is to use bullets, then add more bullets. If that doesn't work, I recommend a secondary plan: bullets.
>
> —**Evyn Shuley, Senior Systems Designer, 2K Australia**

GETTING A SECOND WIND ... OR NOT

When your red Health bar drops to zero, you fall into a dim, downed state called "Fight For Your Life." A timer bar appears, giving you a few seconds to revive and recover a portion of your Health—called a "Second Wind"—if you can get just one kill before the timer runs out.

If you fail to get a kill to activate Second Wind, your body discorporates—i.e., you die. All is not lost, however. The Dahl Field Reconstruction System digistructs a new body at the nearest respawn point (called a "New-U Station") that you've passed. But this medivac service costs money—the more you have, the more it costs.

Get to Jack and protect him



The CL4P-TP unit rushes up to the door under the Moonshot Control sign **(4)** and opens it. Unfortunately, three more Lost Legion Marines wait on the other side ... and zap the poor little fellow. Here, Jack checks in via your ECHO communicator; he's up ahead at the supply room console. Fight your way through the Marines and proceed through the newly opened door. As you approach the next door, it opens automatically and triggers a cutscene: Jack gets knocked out by Marines.

Enter the Helios Supply Center. About a half dozen Marines are posted around the large room, including a few guards on the console platform **(5)** where Jack lies wounded. Take them out! Once you clear the room, more Marines rush through a side door while a Lost Legion Fighter jet drops in two Fighter Crew soldiers who may be armed with rifles that can inflict Fire damage. If they hit you, there's a chance you'll burst into flames, so use cover and target the Fighter Crew pair first. Then mop up any remaining Marines.

Revive Jack

Scour the room to loot containers and pick up any goodies dropped by fallen foes. Jack has some amusing comments about his internal bleeding and such, but you can ignore him while you search. Then approach Jack and hold down the button indicated onscreen to revive him.

"Turn In" for a reward

Now simply talk to Jack to "turn in" and bring up the mission completion window. Press the Collect Reward button to earn the cash and EXP rewards listed. Jack also gives you a Dinky Shield and explains how it works; you automatically equip it in your Storage Deck.

Here the next Story Mission, "Lost Legion Invasion," automatically begins. Jack tries to activate the Helios Station security protocols, but learns that a jamming signal from Pandora's moon, Elpis, is preventing his defense systems from activating.





I think [Jack and I would] get along like a Scav on fire. (Scavs are quite flammable, you know) However crazy he becomes, he's still smart and funny and clever. Deep down he really wants to be a nice guy too, but living in the realm of Borderlands just doesn't allow it.

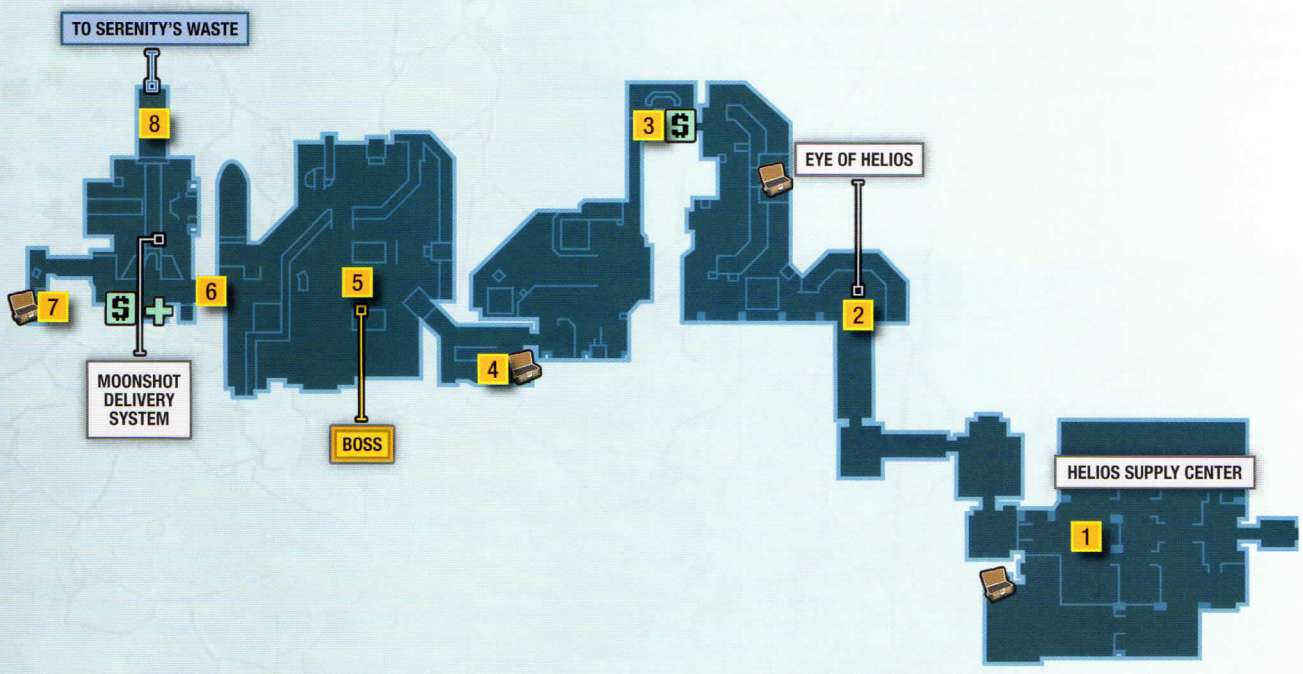
—**Kaitlyn Glenn, QA Officer,** 2K Australia

Regions	Helios Station / Serenity's Waste
Mission Giver	Jack
Available	After completing "Welcome to Helios"
Level	1

LOST LEGION INVASION

Repel the Lost Legion invaders. Then get to Janey Springs down on the lunar surface.

MISSION MAP: HELIOS STATION



MISSION BRIEFING

As the Lost Legion swarms Helios Station, a jamming signal from Pandora's moon has shut down the station's defense grid. Help Jack try to activate security protocols, and then escape to Elpis. Once on the moon, secure an Oz kit and report back to Janey Springs.

Objectives

- DESTROY TURRETS
- FOLLOW JACK
- GET TO ESCAPE SHIPS
- FIND ALTERNATE ESCAPE ROUTE
- GET TO MOONSHOT CANNON
- DEFEAT FLAMEKNUCKLE
- DEFEAT REINFORCEMENTS
- GET IN BULLET
- MELEE OBSTRUCTION TO RE-ENABLE ELEVATOR
- KILL THAT @$#%&! AND LOAD INTO CANISTER
- GET THE MOONSHOT
- OPEN DOOR AND FOLLOW SPRINGS
- PICK UP OZ KIT
- SMASH LOCKS
- KILL THE KRAGGONS

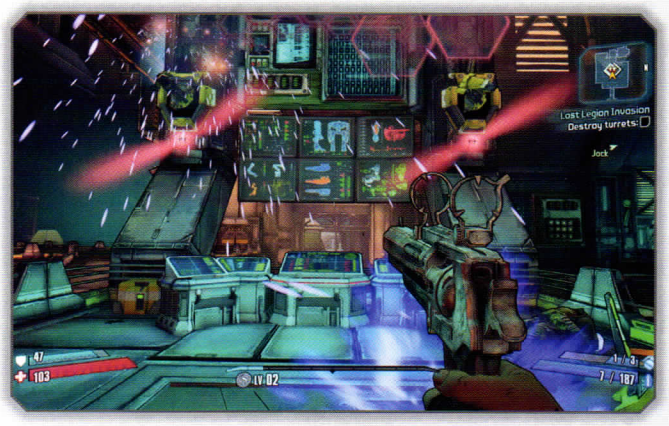
Rewards

TURN IN	MONEY	XP	GEAR
Janey Springs	22	35	Oz Kit

MISSION WALKTHROUGH

Destroy the turrets

The jamming signal makes the control room's two defense turrets **(1)** go haywire so they open fire on you and Jack. Take them out!



Follow Jack to the escape ships

Jack decides you need to evacuate the station and track down the signal's source on Elpis. Follow him through the external access door. Reaching the doorway to the Landing Zone triggers a cutscene: Jack runs into a formidable pair of foes—Colonel T. Zarpedon and a strange alien with an indecipherable name who can stop bullets in midair. Jack makes a wise retreat, and leads you through the side access hall.





Find an alternate escape route

Follow Jack up another external access corridor that leads to the Eye of Helios observation deck **(2)**, a big open hangar with a view of the moon beyond. Be ready—another Lost Legion Fighter jet hovers in the bay and opens fire! It also drops off a Fighter Crew squad, and some Marines advance too. Help Jack clear out the enemy then follow him into the next control room.

AMMO OPTIONS

If you're low on ammo you can restock at the Bullets Etc. vending machine in the control room. But if you've been diligently looting free stuff dropped by fallen foes, you should be in good shape without having to spend your cash.

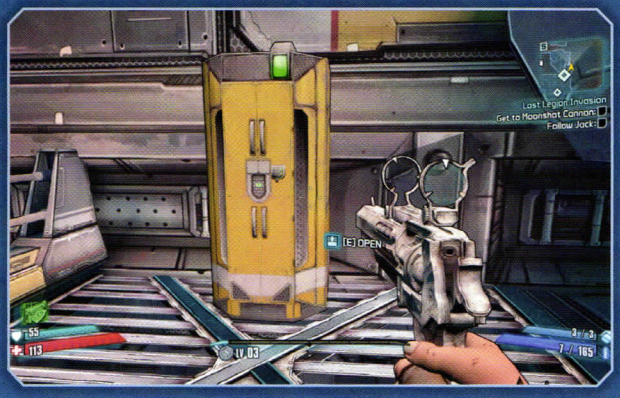


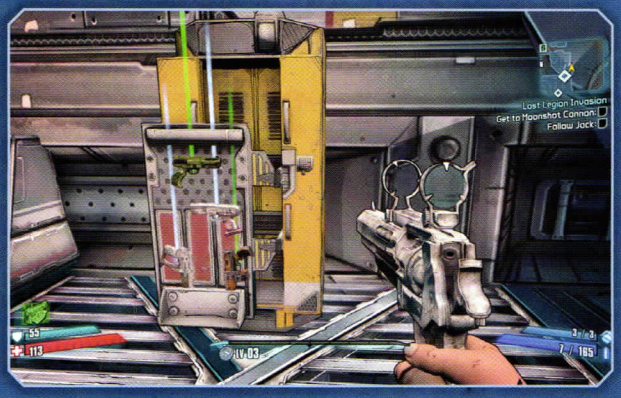
Get to the Moonshot Cannon

Now Jack has a new escape plan: gain access to the Moonshot Cannon, then hop into a supply container and shoot it down to the lunar surface. It sounds crazy, but it just might work. Keep following Jack. More soldiers try to block your advance; help Jack blast through the fools. Follow him into the next hall marked "Thermal Transfer." Don't miss the treasure chest **(4)** filled with sweet weapons upstairs and to the left in the back corner! Then go through the far door marked "Elevator Access" and hop down the shaft.

TREASURE CHESTS

These chests are some of the best places to find rare loot in the game. The color scale goes from least to most rare: white, green, blue, purple, and orange.



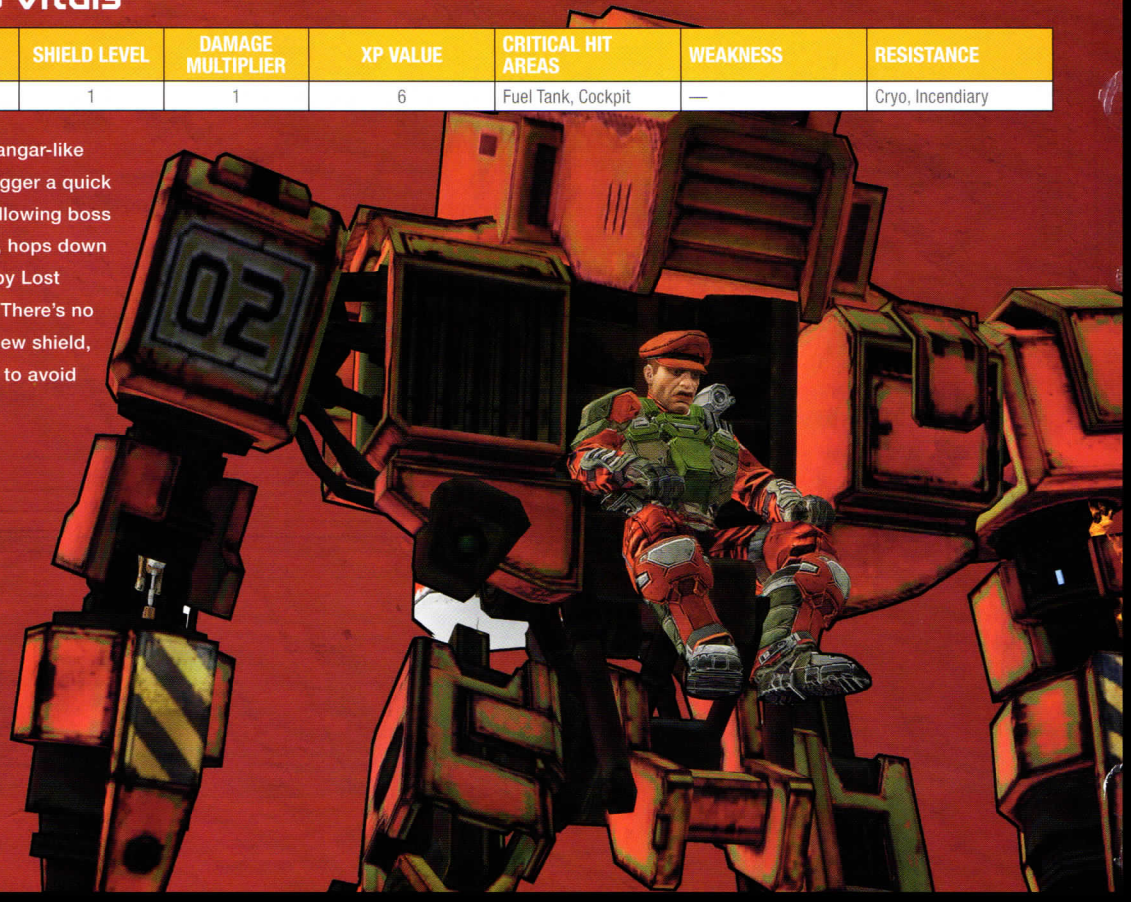


BOSS FIGHT: Defeat Flameknuckle!

Flameknuckle's Vitals

BOSS LEVEL	HEALTH MULTIPLIER	SHIELD LEVEL	DAMAGE MULTIPLIER	XP VALUE	CRITICAL HIT AREAS	WEAKNESS	RESISTANCE
2	50	1	1	6	Fuel Tank, Cockpit	—	Cryo, Incendiary

You end up in another large hangar-like room **(5)**. Approach Jack to trigger a quick cutscene: Flameknuckle, a bellowing boss in a flame-spewing mech-suit, hops down into the arena, accompanied by Lost Legion Fighter Crew soldiers. There's no Fire resistance in your dinky new shield, so keep your distance and try to avoid Flameknuckle's fiery attacks.



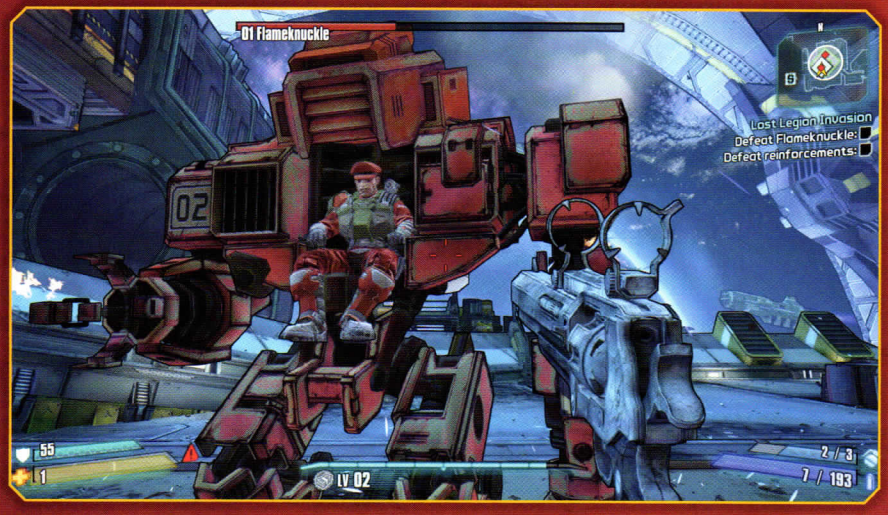
PHASE 1

In the battle's first phase, Flameknuckle fights from inside his mech-suit using three basic attacks. The mech's arm functions as a flamethrower, spewing out a blistering jet of fire. The same arm slings a salvo of flaming rockets that fly fast and deal both fire and explosive damage. He also has a hard-hitting melee punch attack. On top of all that, his armor can absorb a lot of punishment.

Fortunately, Jack is a formidable ally in this fight. He draws Flameknuckle's attention, and his elemental shock attacks can briefly disable the big mech, giving you a chance to get in some free hits. Keep strafing and circling Flameknuckle, hitting him from behind whenever he focuses his attention on Jack. Aim for the vulnerable tanks on his back, or his chest, to score critical hits. His rockets can deplete your shield quickly, so run for cover when you see him turn on you. If your Health drops too low, loot containers in the area until you find Health items.

One last tip: consider keeping one of the Lost Legion minions damaged but alive in case your Health runs out and you need a quick kill for a Second Wind recovery. Flameknuckle can take you down quickly if he gets you in his sights!





DON'T GET SHAFTED

Stay out of the elevator shaft! If Flameknuckle boxes you into the shaft, it's very difficult to escape.

PHASE 2

When Flameknuckle's health bar hits zero, his mechanical suit explodes ... but he manages to hop out first. Now he fights on foot, and he's still quite dangerous. He wields a laser rifle and tosses grenades. If you get too close, he nails you with a brutal melee strike. Again, Jack draws Flameknuckle's fire, and Jack's shock attacks stun him long enough for you to nail him multiple times. Flameknuckle calls for reinforcements, making this fight seem a bit unfair at times. Take out the reinforcements as needed, but focus your fire on Flameknuckle until he goes down.



Enter the bullet

Once Flameknuckle finally expires and you've eliminated all his reinforcements, pick up all the dropped loot and follow Jack up the ramps to the elevator **(6)**. Unfortunately, it's jammed, so Jack uses the nearby loading terminal to open one of the Moonshot cylinders—he calls it a "bullet." Sounds ominous. Walk down the rail with the spinning red lights and enter the cylinder. Jack sends it to the upper level, where you have access to the Moonshot Delivery Cannon.

Melee the obstruction to re-enable the elevator

Exit the cylinder and cross the room to the elevator. Enter to find a broken loader robot jamming the platform. Approach and use a melee smash to knock the robot out of the gap. The platform automatically lowers to pick up Jack, and you ride up to the Moonshot Cannon.

Kill that @$#%&! and load into canister

After you kill the Marine who tries to stop the moonshot, Jack approaches the control console. Unfortunately, the Marine's gunfire damaged the autoshot controls, so Jack decides to stay behind and launch the pods manually. He suggests you use the nearby health and ammo dispensers to stock up for your trip. (You can also sell off unwanted weapons for extra cash.) Then he drops a moonshot canister onto the loading rail.

Before you go, loot the treasure chest stashed in the back hall **(7)**. Then return to the moonshot canister and step inside **(8)**.



Get the moonshot

After Jack seals the canister, approach its front end and press the Travel button indicated onscreen to trigger a spectacular cutscene of the moonshot. Your arrival on the lunar surface is observed by Janey Springs ...

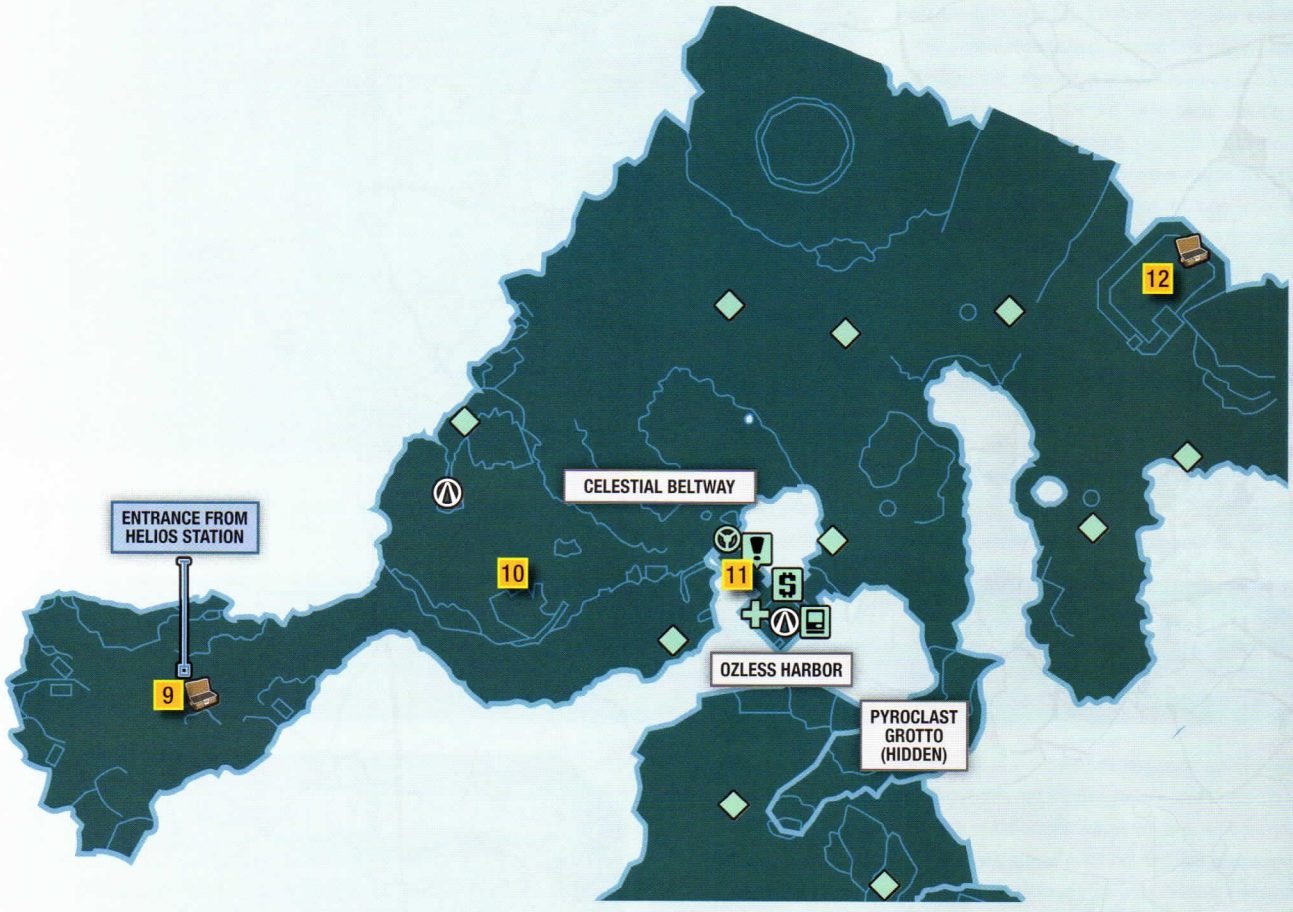




I would totally go out for a night on the town with Jack. It would be worth it just to watch him verbally shred people to pieces when they do dumb things like negatively tip their waiter.

—**Kirsten Kahler, QA Tester,** Gearbox Software

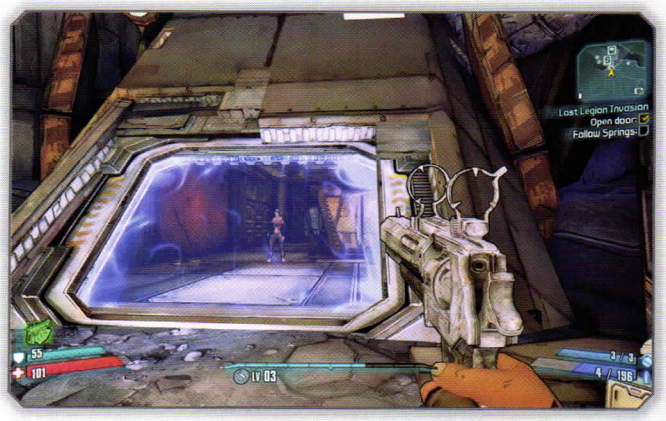
MISSION MAP: SERENITY'S WASTE



Open the door and follow Springs

The canister **(9)** lands in the Serenity's Waste region of Elpis, the moon of Pandora. Janey explains what you need to do: open the door to the airless moon and hustle behind her to a nearby Air Dome Generator **(10)** or "air bubble," which generates breathable atmosphere in the local area. Then keep following Springs up to her base at Ozless Harbor **(11)**.

Janey doesn't know anything about a jamming signal, and suggests heading to Concordia. Then she briefs you on the lunar basics. You need a portable oxygen device called an "Oz kit" in order to breathe in the airless zones between Air Dome Generators. As you travel across Elpis, keep in mind that many of these generators are turned off, so you'll have to turn them on before they create their domes of breathable air. She sends you to retrieve a broken Oz kit that she can repair.



Pick up an Oz kit

Explore Janey's facility to loot containers and check out the stuff downstairs: a Fast Travel Station, Bounty Board, and Moon Zoomy vehicle station (you can't use any of these yet), plus health and ammo dispensers. Buy a better shield if you can afford it, though you probably can't yet. Then head outside into the vacuum and head northeast, following the two objective icons that pulse on your maps to mark Oz kit locations. En route, look for blue glowing cracks in the ground where oxygen is venting. Move atop these air geysers to inhale and replenish your health.



Also prepare to meet the first of the nasty kraggons who roam the lunar wastelands. You can sprint past them if you want, but blasting them is more fun and earns XP. Some of these beasts are *very* tough, however, so be careful. You can learn more about the types and traits of kraggons in our bestiary section, "Peeling the Scavs." For now, note that when killed, the bigger kraggon species generally explode into two lesser kraggon spawn.

OPEN MOUTH, INSERT BULLETS

When any kraggon opens its mouth to howl or spit projectiles, immediately target the mouth to score critical hits.

The smaller Kraggon Pebbles are easy to dispatch, but beware the explosive Fuse variety, which turn into rolling bombs that tumble directly into victims and detonate. Immolators spit firebombs; Eruptors ram their heads into the ground for a brutal area-of-effect slam attack. Tusked Boulders punish you with sudden melee charges that inflict fearsome damage. Finally, the mighty Kraggon Badass dispenses pain while easily absorbing a great deal of damage. Keep your distance and shoot its open mouth!



LAVA MOUND LOOT

Smash or shoot the small, glowing lava mounds sprouting across the forbidding landscape. Almost all release loot when you destroy them.



Smash the locks and kill the Kraggons

When you finally reach the storage facility **(12)**, cycle on the Air Dome Generator to give yourself a breather. Then try to pull the nearby door lever marked by the diamond objective icon. Springs locked it, so smash the four glowing locks (circled in our screenshot) on the door: two down low, two up high. You can't shoot these locks apart, so jump and punch the high ones.

Inside, two Kraggon Pebbles emerge from their fiery dens. Wipe them out, loot the many containers—you may find a better shield than your current one—and then follow the marker to pick up the Oz kit. Janey soon arrives at the facility ... as does a hunting party of powerful kraggons. Fight them off!



I love how Kraggons split upon death. Murdering them is like playing a game of **Asteroids**, however in **The Pre-Sequel** we have the butt slam to gib the little pups that spawn!

—Zach Ford, Design Lead, Gearbox Software

The Great and Powerful Oz Kit



Oz kits are absolutely essential gear on Elpis. Many kits not only provide air but also bestow other stat buffs—the one you get from Janey Springs, for example, increases Gun Damage. Oz kits drain in a vacuum and eventually run out of air unless refilled at one of the numerous oxygen vents or air domes scattered across the moon.

Note that Oz kits can give you a jet boost when you're off the ground, and also let you drop quickly or even hit the ground with a Slam that sends out an impact shockwave to damage nearby enemies.

Turn In: Janey Springs

After you clean up the kraggony mess, talk to Springs to get the repaired Oz kit and the rest of your reward. In return for giving you oxygen, she wants you to eliminate the leader of a local scavenger (or "scav") gang named Deadlift. Apparently, he has something that can help get you both into Concordia.

Accepting Janey's reward automatically launches the next Story Mission, "Marooned," and Springs sprints back to her camp. But before moving further in the main story, try one of the new optional missions unlocked when you completed "Lost Legion Invasion."

Pick up an optional mission or two

If you open your ECHO Device map, you see a yellow exclamation point icon marking where Janey Springs is located. Move your cursor over the yellow icon to see a "Mission Available" popup. Exit the facility and follow Springs back to her camp. When you reach her, she has the same yellow icon over her head.

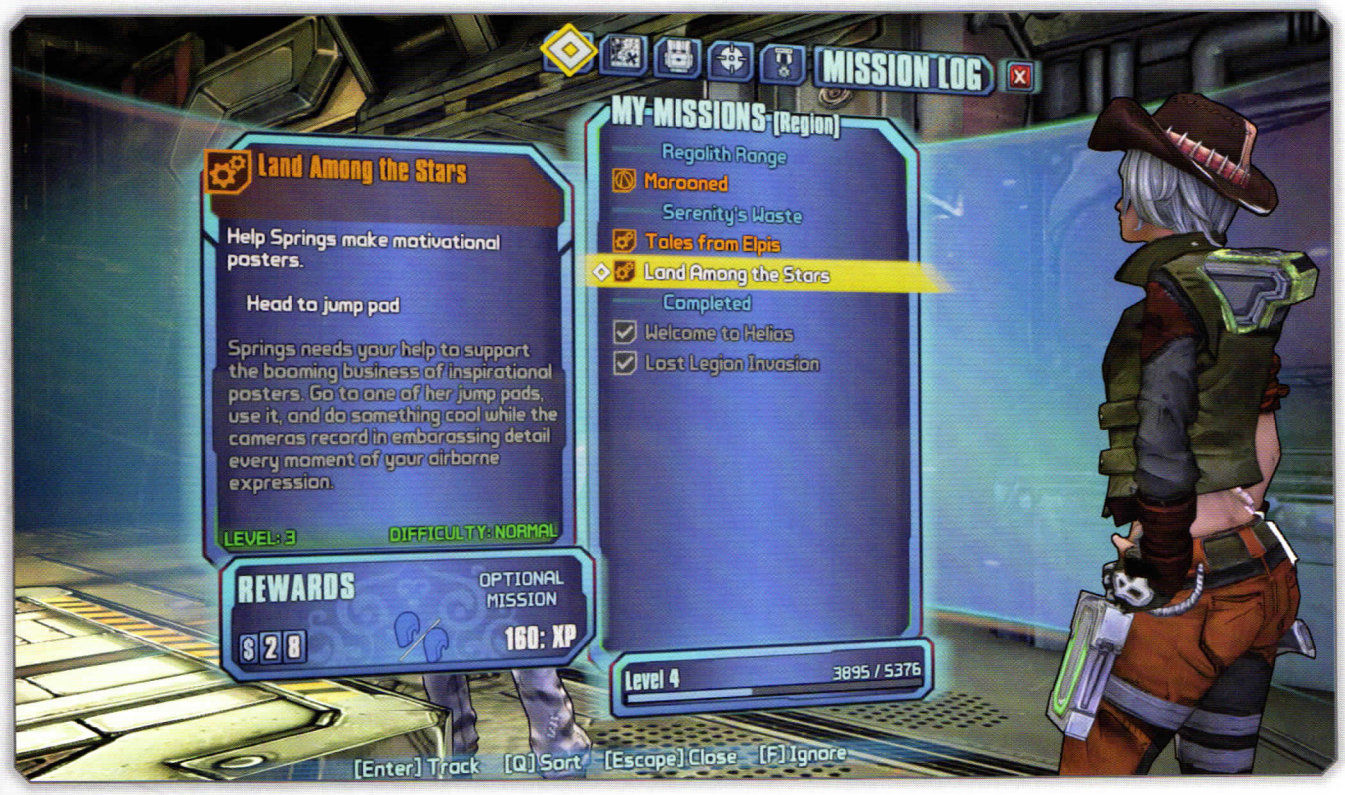
Talk to Janey to bring up a mission selection window with two choices, "Land Among the Stars" and "Tales from Elpis." Accept both of them. You can work on multiple missions at the same time, switching between them to complete their respective objectives depending on your current location. Now, open the Mission Log section of your ECHO Device and select "Land Among the Stars" to make it your currently active mission. Now your HUD will display the waypoints for that mission. Go for it!

Completing optional missions earns you money, gear, and XP that can make your Story Mission progress much more manageable. For a complete walkthrough of "Land Among the Stars" or any other optional mission, refer to our **Moonlighting: The Optional Missions** chapter. All missions there are listed alphabetically.

MOONLIGHTING FOR FUN AND PROFIT

If you run into a rough patch or a seemingly unbeatable boss in a Story Mission, back off and try a few side missions. You can level up, find great new gear or earn enough cash to buy better stuff. Then jump back into the main story with a stronger character.





New Optional Missions Available!

Speak to Janey Springs after completing "Lost Legion Invasion" to pick up two newly unlocked optional missions set in Serenity's Waste: "Land Among the Stars" and "Tales from Elpis." You can also find another new mission available in the Regolith Range region, "Last Requests," but hold off on that one for a bit.

Here's why: Completing "Land Among the Stars" unlocks a fourth optional mission, "Follow Your Heart," set in Deadlift's camp in the Regolith Range region. Thus you can head to Regolith Range and combine your pursuit of "Last Requests" and "Follow Your Heart" with your completion of the Story Mission "Marooned."

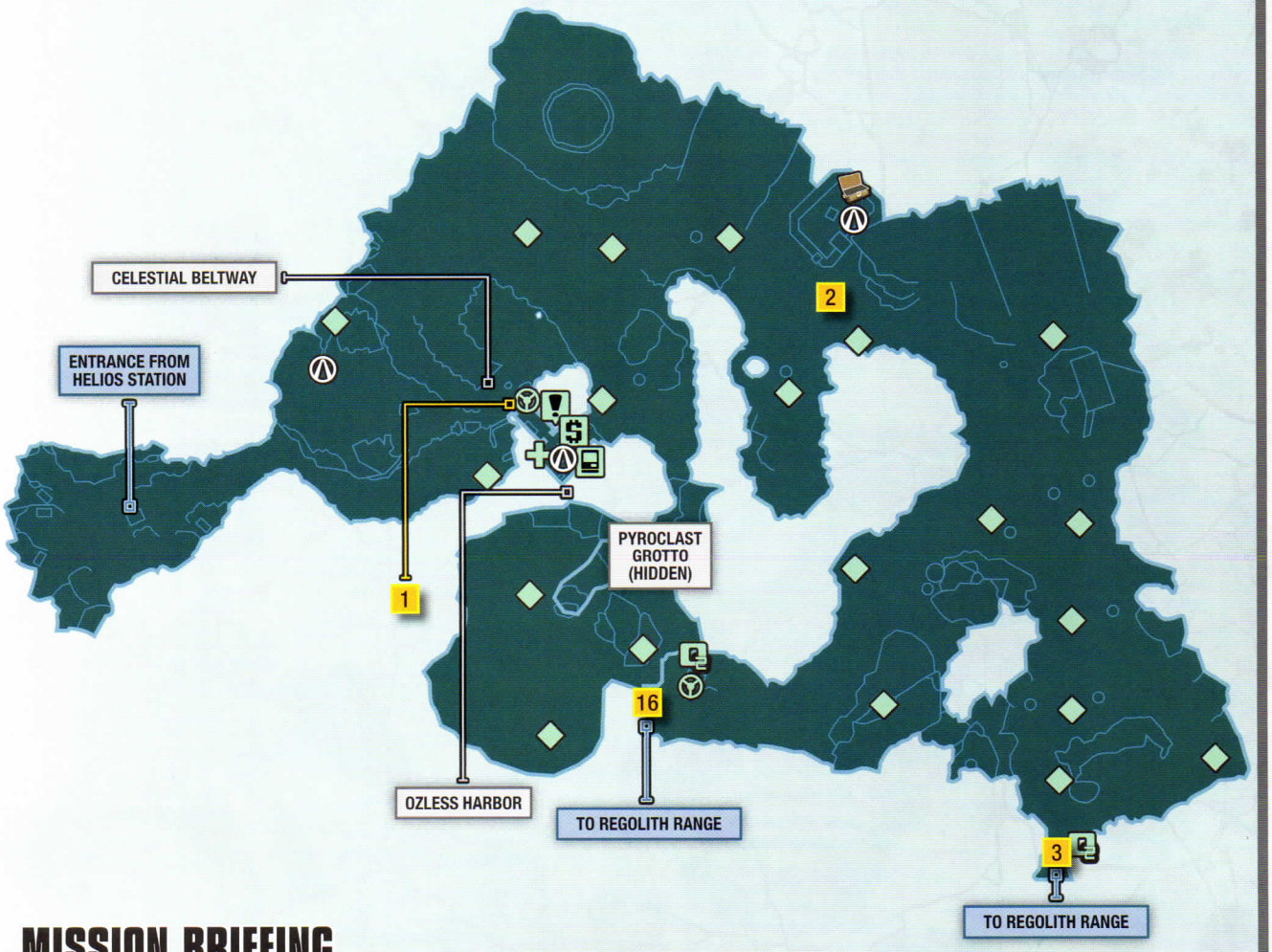
- LAND AMONG THE STARS
- TALES FROM ELPIS
- LAST REQUESTS
- FOLLOW YOUR HEART (AFTER LAND AMONG THE STARS)

MAROONED

Retrieve Springs' digistruct key and get a Moon Zoomy.

Region	Regolith Range
Mission Giver	Janey Springs
Available	After completing "Lost Legion Invasion"
Level	3

MISSION MAP: SERENITY'S WASTE



MISSION BRIEFING

Kill a thug named Deadlift for Springs, acquire the digistruct key he pilfered from her, and use it to activate the nearby Moon Zoomy.

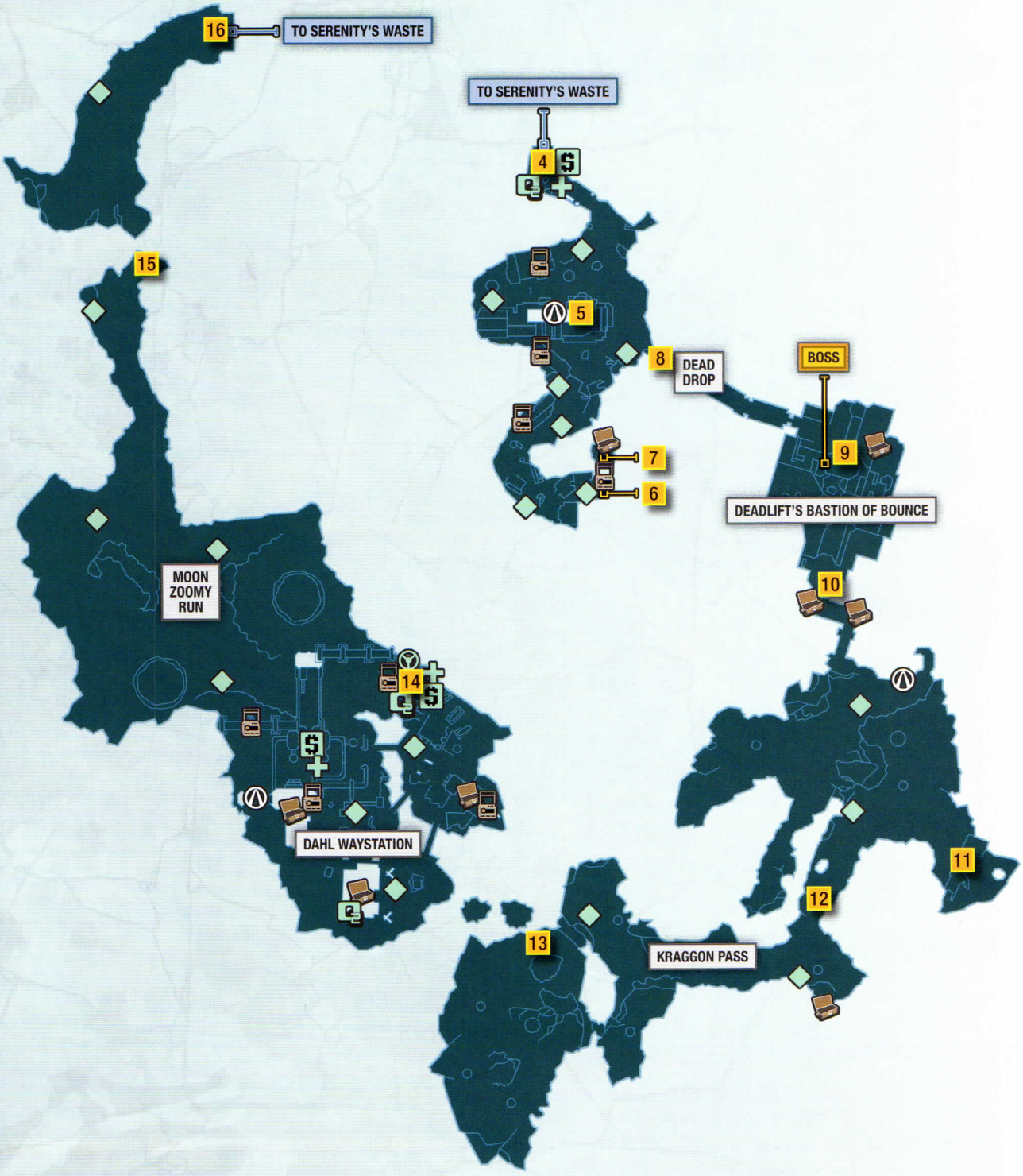
Objectives

- FIND DEADLIFT'S SHIP
- TRY TO USE JUMP PAD
- THROW BREAKER
- ACT AS FUSE
- USE JUMP PAD
- KILL DEADLIFT
- PICK UP DIGISTRUCT KEY
- GO TO MOON ZOOMY STATION
- INSTALL KEY
- ACTIVATE MOON ZOOMY
- DEPLOY VEHICLE
- GET IN VEHICLE
- PICK UP ORBATRON

Rewards

TURN IN	MONEY	XP	GEAR
Janey Springs	28	160	Pistol

MISSION MAP: REGOLITH RANGE



MISSION WALKTHROUGH

Find Deadlift's ship

Completing "Lost Legion Invasion" automatically triggers this next Story Mission. Janey Springs wants you to kill a scav gang leader named Deadlift and retrieve a digistruct key that unlocks all the Moon Zoomy vehicle depots on Elpis. Deadlift's hideout is a derelict ship down in the Regolith Range region.

Open your ECHO Device map (or check out our mission map) to spot your next destination: the area exit to Regolith Range down in the southeast corner of Serenity's Waste. Travel there by heading northeast first **(2)** then working your way down the valley as it slowly curves south to the area exit. Be ready to encounter numerous kraggons. If you choose to engage them, be sure to stay away from the cliffs overlooking lava flows, or the kraggons might knock you over the edge.

Your destination is a big air-filled cave **(3)** with an exit arrow to Regolith Range. Travel to the new region. You emerge in an air-dome **(4)** near a cave exit with an ominous, sparking blue sign that reads "DEAD-DROP." Beyond it you can see Deadlift's ship across Dead Drop Gorge; other ship ruins lie on your side of the gorge as well. As you approach the north side of these ruins **(5)**, Deadlift spots you and issues threats. Then his scav minions begin to attack.

MISSION COMBO PACK

Combine "Marooned" with your pursuit of mission objectives for the optional missions "Follow Your Heart" (available after you complete "Land Among the Stars") and "Last Requests," both acquired from Janey Springs. Like "Marooned," they're located in the Regolith Range region.



BARRELS O' FUN

Toxic barrels abound in the ruins across from Deadlift's ship—Explosive, Corrosive, Shock, and Cryo. Use a sniper rifle to target barrels from afar, shooting to detonate them whenever scavs are nearby.









Try to use the jump pad

Deadlift's gang features basic scavs armed with pistols or assault rifles as well as grenades. Listen for the telltale beeping of a tossed grenade and hustle away from it! You also face jetpack Lunatics who zoom upward and drop near you in a painful ground-slam, then rush in close and slice you up with disc-blades. Lunatics have ranged attacks too, flinging their discs with lightning speed. Also: Watch out for the creepy Lil' Scavs who blast away with pistols. Save these little guys for easy Second Wind kills if your health gets low.

Once you clear the area north of the ruins, approach the jump pad **(8)** that Deadlift uses as his ship's "front door." Unfortunately, the scav leader pulls up the bridge and disables the jump pad.



Throw the breaker

Janey suggests you check out the nearby geothermal substation to see what the damage is. Follow the objective marker to the glowing breaker switch **(6)** and pull it. Sparks fly ... and nothing happens.

Act as a fuse

Janey has another brilliant idea. Follow her advice and step into the nearby sparking gap to complete the circuit, making yourself a big fleshy fuse. This activates the jump pad below.

TREASURE CHESTS

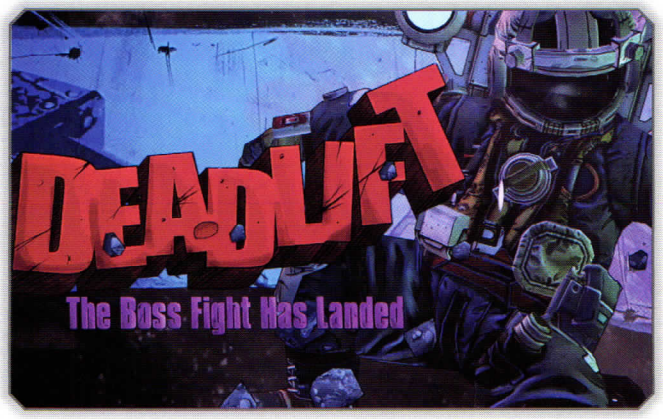
Don't miss the treasure chests in this area. One sits in the ground-level alcove under the north side of the ruins. Another one sits on the small rock island **(7)** just below the geothermal substation.

Use the jump pad

Return to the jump pad **(8)** and use it to hurtle across Dead Drop Gorge to the Deadlift's Bastion of Bounce, using your Oz kit for a boost if necessary.

Loot the crates in the entry hallway then move through the gate and get ready for a boss battle. Step into a crazy courtyard **(9)** full of tiered platforms with jump pads everywhere. Hop on the nearest jump pad to trigger Deadlift's appearance.





BOSS FIGHT: Kill Deadlift!

Deadlift's Vitals

BOSS LEVEL	HEALTH MULTIPLIER	SHIELD LEVEL	DAMAGE MULTIPLIER	XP VALUE	CRITICAL HIT AREAS	WEAKNESS	RESISTANCE
4	6	12	1	0	Head, Backpack	—	Cryo

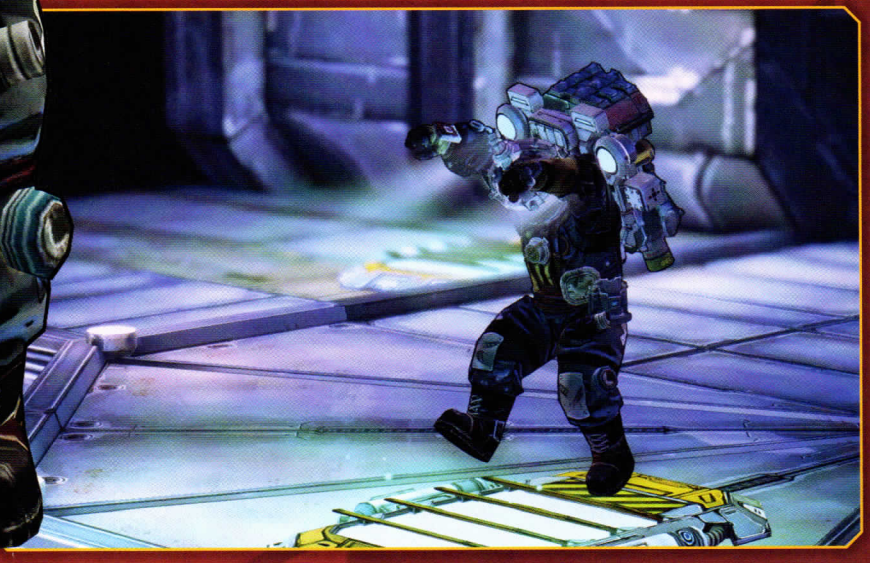


This can be one super bouncy-jumpy fight. The battle arena is a multi-tiered courtyard dotted with jump pads. Deadlift loves jump pads, and uses them in a maddening manner to keep his foes guessing and off-balance. He also brings a sizeable crew of scav minions to help make you miserable.

Start by picking off a few scavs to reduce the incoming fire, but leave one or two wounded as Second Wind targets if you need them. During this period, know where Deadlift is and avoid him by using jump pads yourself.

The boss fires a shock weapon that deals Electrocute damage which eats right through your shield. He also has a strong shield of his own. So turnabout is fair play: after you thin out the minion ranks, start nailing Deadlift from afar with a Sniper Rifle, especially one that deals shield-depleting Electrocute damage in return. (If you've completed the "Tales from Elpis" optional mission, there's a good chance you earned just such a weapon.) If Deadlift makes a run at you, just sprint to the nearest jump pad and take off until you're distant again.

Deadlift actually moves pretty slowly when he's not jump pad hopping, so he's an easy target between jumps. Keep sniping until his shield goes down. Continue to hit him with sniper fire until he drops, or switch to a faster-firing weapon and try closer range attacks while his shield is down. Keep in mind that his shock gun is powerful, and the closer you get the more accurate his shots are.



Pick up the digistruct key

When Deadlift finally falls, he drops loot but no digistruct key. Stay sharp! A few more scav minions loiter on the upper tiers of the jump palace, so leap and climb warily to the topmost level then exit into a long corridor. The hall is filled with loot containers, including a pair of rare treasure chests. Find the toilet **(10)** on the left hand wall and open it to discover the Moon Zoomy Digistruct Key. Pick it up!



Go to the Moon Zoomy station

Now Springs sends you to a nearby vehicle digistruction station, also called a "Moon Zoomy" station. Exit the backdoor of Deadlift's hangout and get ready for kraggon country!

FIND CAPTAIN THORSON

After you exit Deadlift's hideout via the backdoor, you can veer to the southeast and follow the Mission Available icon (yellow exclamation point) at **(11)** to pick up "Last Requests," an optional mission. Its route leads the same way as "Marooned" so you can complete both in tandem.

Follow the new area waypoint icon westward across the Regolith Range, fighting through Kraggon Pass **(12)** (and many kraggons) until you reach a wide lava gulf with a pair of islands. Go to the ledge overlooking the first island **(13)** and hop across both islands to the big scav base at Dahl Waystation.



Scavs are swarming all over this large facility, which they've renamed "Split Wound Waystation." Fight your way past assorted thugs as you work your way north to the vehicle station **(14)**.



Install the key and activate the Moon Zoomy

When you finally arrive, approach the Moon Zoomy console and install the key. Try to use it—oops, access denied. But Janey tells you to just smack it, so give it a melee hit. Then use it again to bring up the Moon Zoomy interface. You can configure two different vehicles; these configurations are the default choices every time you access a Moon Zoomy. You can change them any time. The only vehicle available for now is the Moon Buggy, but you can choose its mounted weapon type (Laser or Missile Pod) and skin type (many cool choices).



Deploy and get in a vehicle

Once you've configured the Moon Buggy you want, select Deploy Vehicle to digistruct it on one of the station's two pads. Select Teleport to Vehicle to put yourself in its driver's seat. Review the driving instructions that appear onscreen.



Pick up the Orbatron

Now peel out heading west to exit the waystation, then northwest across Regolith Range toward the next map destination: an area exit back to Serenity's Waste. On the way, try out your vehicle weapon on kraggons who make runs at your buggy. Sweet, isn't it? A narrow pass leads to a lava-filled gap **(15)** that you must jump across, so approach the rock ramp while holding down your Vehicle Boost button for extra speed to easily clear the gap.



Drive right into the air dome at the area gate **(16)** and select Travel to reach Serenity's Waste, vehicle and all. Then drive through the kraggon-encrusted landscape, following the curve around back to Janey's camp **(1)**.

Find Springs downstairs. Take the Orbatron that she offers. Now you can turn in to collect your mission reward. If you completed the "Follow Your Heart" optional mission earlier and then continued directly on with "Marooned" without turning in, you have a double reward waiting!

Completing "Marooned" automatically triggers the start of the next Story Mission, "Systems Jammed."



New Optional Missions Available!

Talk to Janey Springs right after completing "Marooned" to pick up a pair of new optional missions. "Nova? No Problem!" leads you back to Regolith Range and "Torgue-o! Torgue-o!" takes you out into Serenity's Waste. Complete them in that order. You can do both before you launch into the next Story Mission, "Systems Jammed."

- **NOVA? NO PROBLEM!**
- **TORGUE-O! TORGUE-O!**

Region	Serenity's Waste / Concordia
Mission Giver	Janey Springs
Available	After completing "Marooned"
Level	6

SYSTEMS JAMMED

Get to Concordia and locate the source of the jamming signal.

MISSION MAP: SERENITY'S WASTE



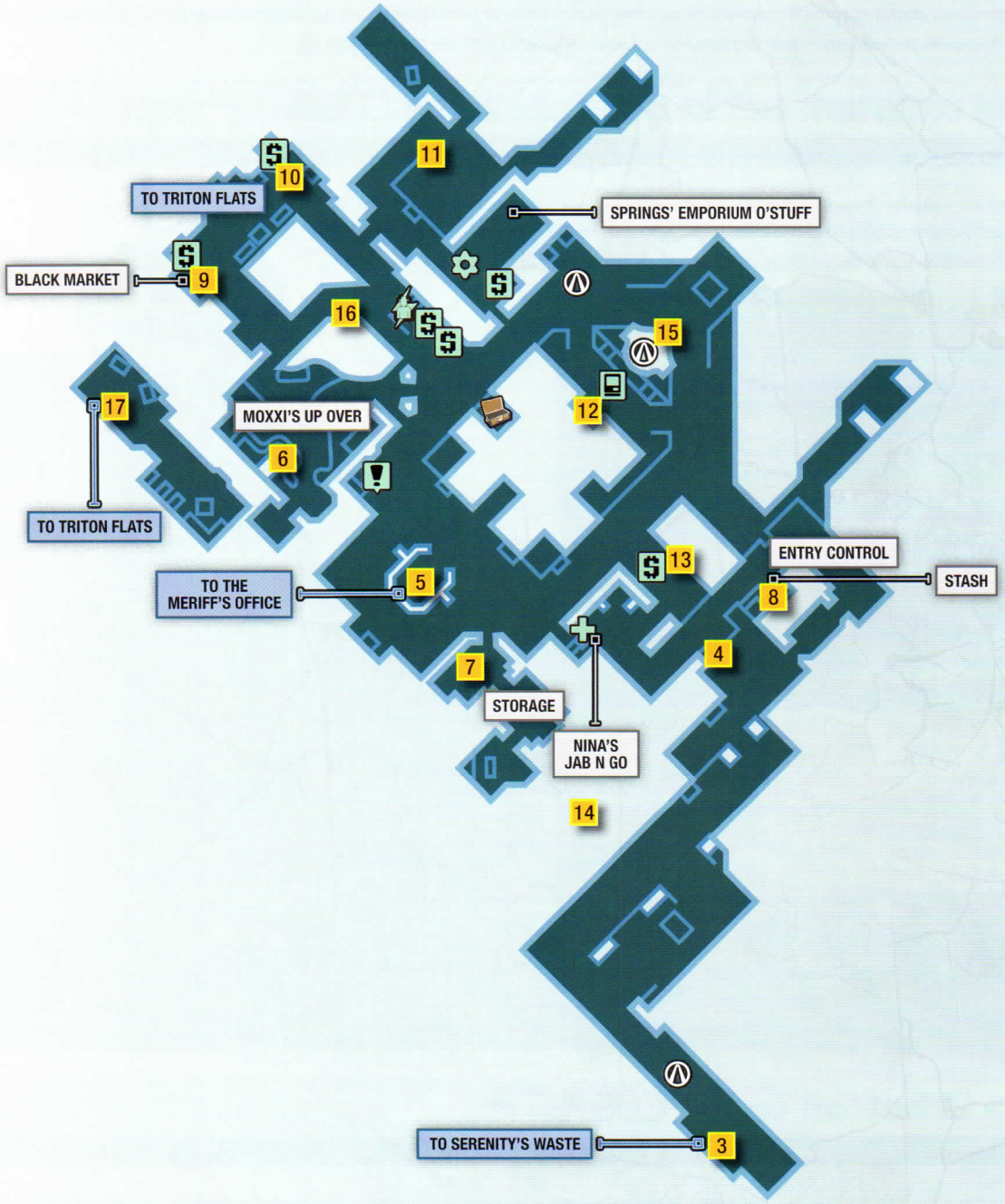
MISSION BRIEFING

Use the Orbatron from Springs to bribe your way into Concordia and try to contact a fellow named Huxter, also known as "The Meriff." Meet Moxxi in her bar to get help in triangulating the location of the jamming signal.

Rewards

TURN IN	MONEY	XP	GEAR
Moxxi	79	733	Class Mod

MISSION MAP: CONCORDIA



Objectives

- TAKE VIOLATION TICKET
- FOLLOW CU5M-TP UNIT
- GIVE ORBATRON TO CU5M-TP
- HEAD THROUGH TO DECONTAMINATION
- COMPLETE DECONTAMINATION PROCESS
- RETURN TO NURSE NINA
- HEAL THYSELF
- ENTER CONCORDIA
- USE CONTROL TOWER LIFT
- MEET UP OVER BAR OWNER
- TALK TO ROLAND
- TALK TO MOXXI
- GET MOONSTONES FROM BANK
- GET MOONSTONES FROM STASH
- GET MOONSTONES
- TRADE MOONSTONES FOR TRANSMITTERS
- ATTACH TRANSMITTER TO FIRST COMM TOWER
- HIT TRANSMITTER
- ATTACH TRANSMITTER TO SECOND COMM TOWER
- SHUT DOWN ELECTRIC FENCE
- ATTACH TRANSMITTER TO FINAL COMM TOWER
- DESTROY TURRETS
- FIND TURRET PART
- PLACE TURRET PART
- ACTIVATE CONTROL PANEL
- TRY TO TRAVEL TO CRISIS SCAR
- FIND MOXXI

MISSION WALKTHROUGH

Janey Springs tells you to "jump the big crack" with your new vehicle to find the passage to Concordia, where you seek the source of the jamming signal. Go to Janey's Moon Zoomy station **(1)**, deploy a buggy, and make a boosted vehicle jump over the broken bridge **(2)** not far to the northeast. On the other side, follow the objective marker to the area exit connecting Serenity's Waste to Concordia **(3)**.

Take the violation ticket and follow the CU5M-TP unit

In Concordia, follow the walkway (looting containers and boxes as you go) until you meet the CU5M-TP unit **(4)** who gives you a ticket for bad language—ironically, right next to the "Welcome to Concordia" sign. Take the ticket from him then follow the officious little bastard up the stairs into Concordia Entry Control.







Give the Orbatron to the CU5M-TP

The CU5M-TP unit ushers you to a holding cell, but Janey Springs suggests you give it the Orbatron. Approach the robot and do so. He clears you for decontamination and opens the security door.

Head through to decontamination

Proceed along the corridor and down the stairs into Nurse Nina's "Jab N Go" which doubles as Concordia's immigration and decontamination center. Nina is all business, but not without her backwoods charms.



Complete the decontamination process

Nina tells you to stand on the decontamination pad and remain motionless when the beam comes. Climb the steps into the marked chamber. Move a little bit, to take damage from the decontamination process. Don't worry! It won't hurt...much.

Return to Nurse Nina and heal thyself

When the decontamination ends, exit the chamber and approach Nina. Nina gives you an Insta-Health powerup that instantly heals 25 percent of your health. Then she pronounces you healthy and releases you to enter Concordia.

Enter Concordia and use the control tower lift

Exit Nurse Nina's clinic into the hall, then turn left and head into the town. Jack checks in to explain that Huxter, the guy you're looking for, calls himself "The Meriff." Follow the objective marker to the elevator **(5)** labeled "Concordia Governance." Enter the lift and press the glowing elevator control. The lift goes up... but The Meriff decides that no visitors from Helios are welcome today. Jack sends you on to someone else who can help.



Meet the Up Over Bar owner

Head to Moxxi's Up Over Bar **(6)** just down the walkway from the elevator. As you enter, Jack points out a pair of characters up on the dance floor—*familiar* characters, if you're a *Borderlands* fan. Head upstairs to meet them.

Talk to Roland, then to Moxxi

Talk to the big fellow leaning against the post. Roland says he sees no difference between Dahl and Hyperion, and claims he's out of the Vault Hunting business. Lilith, the woman dancing nearby, seconds that notion. Go downstairs and talk to Moxxi at the bar.

Turns out she's Jack's ex-girlfriend, but she's willing to help—for a price, of course. She explains that in order to find the jamming signal, you need to triangulate M3 transmitters up high on the signal towers around town. She has none, but if you can recover a stash of improperly confiscated Moonstones, she'll steer you in the right direction.



Get Moxxi's Moonstones from the bank

Exit Moxxi's bar and head to the hotel/bank **(7)** ("Beds, Breakfast & Bank"). Approach the CU5M-TP unit and follow him to the Safe. When you open it, the CU5M-TP "remembers" that he actually put the Moonstones in his stash. You learn that the bank's Safe is a place where you can store items you want to keep but not carry all the time. Use it now if you want. Inside the Safe you find a nice weapon for your collection, too.



Transferring Inventory Between Characters

When one of your characters stashes something in the Customs Locker at the Concordia Entry Control office, the item stays put even if you quit the current game then return while playing another character. This lets you transfer stuff between different classes of characters if you're playing them in tandem.

Get the Moonstones from the stash

Now head back to the Concordia Entry Control office and climb the stairs to find the CU5M-TP unit **(8)**. Glowing greenly off to his right is a Dahl Customs Locker. Open the locker to learn two things: first, this is another safe place to store items from your backpack that you wish to keep but not carry; and second, the CU5M-TP is an idiot or a liar. He had the minerals tucked in his rickety mainframe all along. Grab the Moonstone cluster from the robot.

Trade Moonstones for transmitters

Moonstones are valuable underground currency. Proceed to Concordia's one and only Black Market outlet **(9),** an unmarked doorway with an eye-slot, downstairs on the lower level. Knock to roust the proprietor, Crazy Earl, who offers you more than transmitters in return for the Moonstones. We suggest buying the Backpack Upgrade. For just four Moonstones you permanently increase the number of backpack items you can carry by three slots! Well worth the expenditure.

Crazy Earl sells permanent character upgrades but accepts only Moonstones as payment. Keep an eye out for these valuable mineral chunks in containers or dropped from defeated foes. Unlike money or health items that you collect by simply walking over them, you must physically pick up Moonstones.



Attach a transmitter to the first comm tower

Now Moxxi sends the coordinates for the first tower to your ECHO device. She also sends a good spot from which to access the tower. Turn and face away from the Black Market door and walk directly toward the "Welcome to Concordia" sign **(10)**. Jump up onto the ledge over the sign then jump again onto the rooftop area above.





Turn right and hop up onto the lower ledge, and then turn right again and leap up onto the next roof. (You see a DAHL sign directly ahead when you land.) Turn 180 degrees to see the antenna dish of the comm tower **(11)**. Make a running jump (using Oz kit boost if necessary) over onto the tower's base. Approach and place a transmitter where indicated.

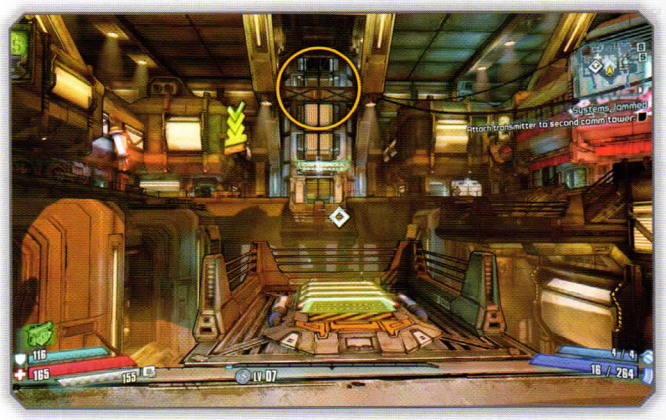
Hit the transmitter

At Moxxi's suggestion, give the transmitter a good whack. The jamming signal doesn't seem to be coming from Concordia, but you need more input to pinpoint where. You'll have to access the upper roofs to reach the next comm tower.

Attach a transmitter to the second comm tower

Work your way across Concordia to the jump pad **(12)**. Use the pad to leap across the town's central atrium to the slatted platform high above the "Concordia Governance" sign at the tower lift **(5)**. Don't fret if this takes a few tries. You'll get there eventually.

When you land, turn left, walk to the edge, and hop across to the hotel's roof **(7)**. Walk around the roof structure to spot the next comm tower console **(13)** in an alcove behind a sparking electric fence! If you jump up to it, you find you can't get through.



Shut down the electric fence

Jump across to the adjacent roof where you see a ramp leading up. Climb the ramp to find a System Control Station on a platform. Look southwest to spot the electrical fuse box on the next platform **(14)** and jump to it. Flip the fuse box switch to shut off the electric fence. Then retrace your route back to the second comm tower, enter the alcove and place the transmitter. Two down, one to go!

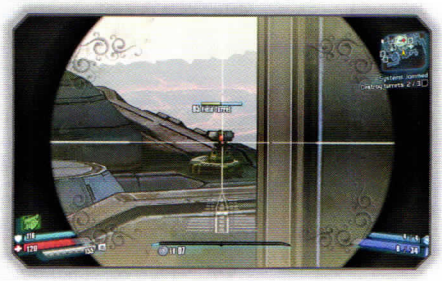
Attach a transmitter to the last comm tower

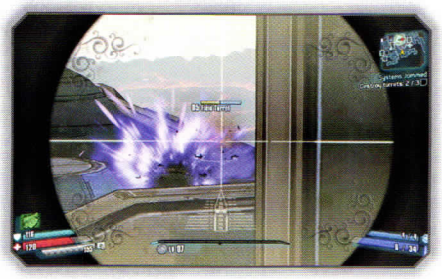
The last comm tower is up higher, above The Meriff's office. To reach it, hop back to the platform with the electrical fuse box **(14)**. Jump atop the fuse box console, turn right, and make a boosted jump up onto the next higher roof. Turn and start moving toward the comm tower **(15)** to trigger an attack by three defense turrets. Ouch!

Destroy the turrets

Hop up onto the next higher roof level to cut off the turrets' firing angles behind the boxlike rooftop structure. Wield a sniper rifle and creep forward closer to the structure's left side. Press Aim to bring up the sniper scope view, and then slide slowly left until you can target the topmost turret, the one above the glowing green console. Nail it!

Creep slowly forward and hit the turret below and to the left, affixed to the rooftop. Finally, slide further left until you can target the third turret, also on the rooftop but to the right. Boom! Now you can make a boosted jump over to the comm tower's console and attach the third transmitter.





Find and place the turret part

Unfortunately, a stray bullet damaged the console, so Moxxi sends you out to pick up a Relay Drive Gearbox from any one of the three destroyed turrets. Grab one and return to the console; place the turret part to repair it.

Activate the control panel

Head west across the upper rooftop and drop down to the lower roof to activate the control panel **(16)**. You learn that the jamming signal is coming from Crisis Scar, an old Dahl communications facility.

Try to travel to Crisis Scar

Hop down to the main level and follow the objective marker back downstairs to the exit door next to the Black Market. When you approach, The Meriff makes a public safety announcement: Concordia is in lockdown. Jack sends you back to Moxxi for help.

Find Moxxi and turn in

Go back to Moxxi's bar and approach the B4R-BOT unit. It reports that Moxxi is in a secret workshop accessible by using the one-armed bandit. Find the glowing Jackpot slot machine in the back room and pull its arm to reveal a remote control. Use it to open a secret door. Enter to find Moxxi in welding overalls, repairing a robot.

After you chat, follow Moxxi downstairs to a big security door **(17)**. Talking to her there triggers the mission-ending reward screen. Whew! The rewards include your first Class Mod. These mods boost a wide variety of stats specific to your character's class. Accepting the rewards automatically triggers the next Story Mission, "A New Direction."





New Optional Missions Available!

Completing "Systems Jammed" unlocks three optional missions. First, pick up "Wherefore Art Thou?" by heading up to the Concordia Bounty Board *before* you leave town via Moxxi's secret exit to start "A New Direction," the next story mission.

In Triton Flats, pick up "All the Little Creatures" from the Triton Flats Bounty Board, not far from where you enter the region. Then pick up "The Empty Billabong" in Crisis Scar as you seek the jamming signal source.

A fourth optional mission, "Recruitment Drive," becomes available once you complete "All the Little Creatures."

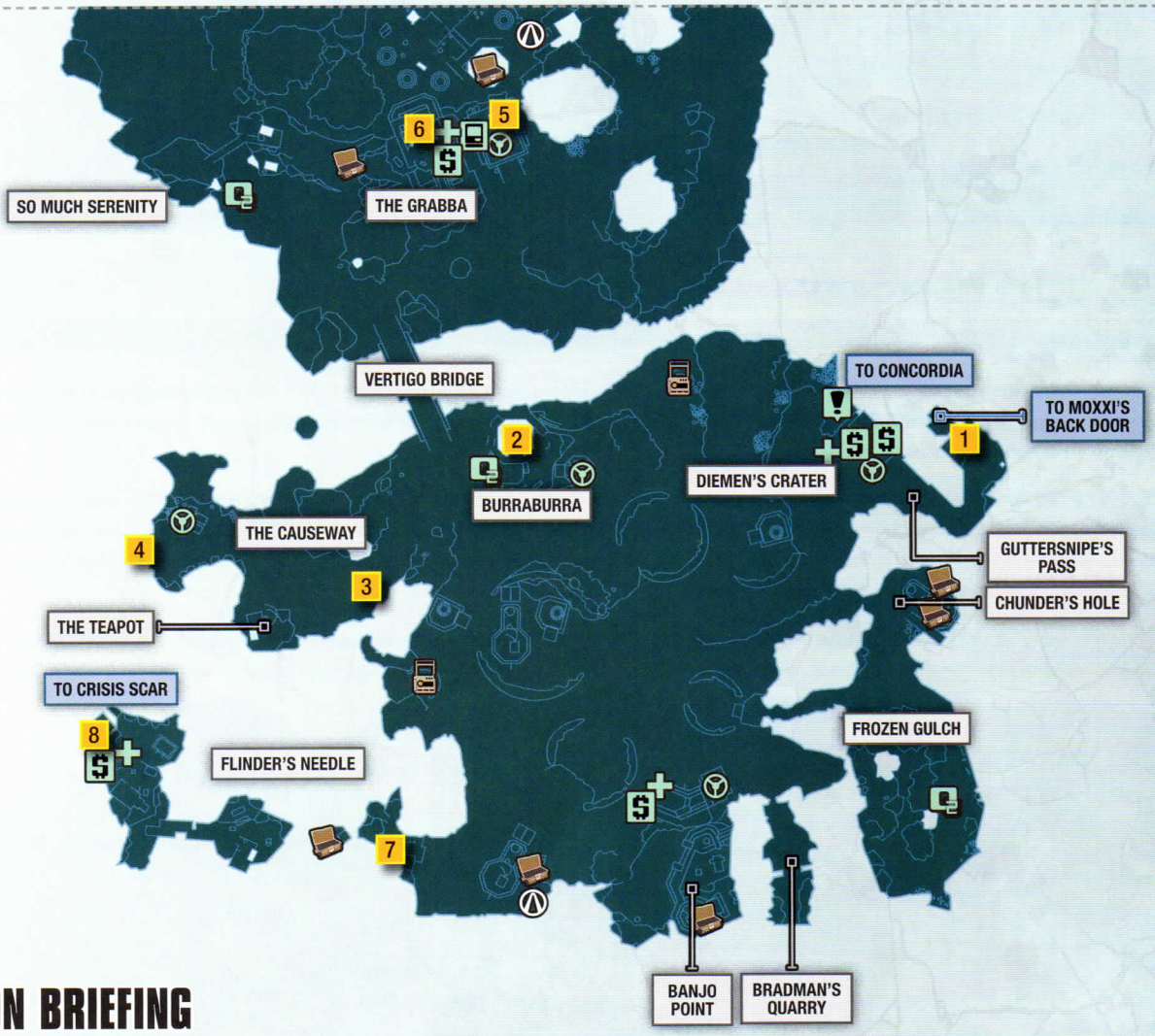
- **WHEREFORE ART THOU?**
- **THE EMPTY BILLABONG**
- **ALL THE LITTLE CREATURES**
- **RECRUITMENT DRIVE (AFTER COMPLETING ALL THE LITTLE CREATURES)**

A NEW DIRECTION

Reach the source of the jamming signal and, well, *unjam* it.

Regions	Concordia / Triton Flats / Crisis Scar
Mission Giver	Jack
Available	After completing "Systems Jammed"
Level	7

MISSION MAP: TRITON FLATS



MISSION BRIEFING

Now that you know the jamming signal's origin, it's time to haul ass and disable it so Jack can take back control of Helios Station from Col. Zarpedon and her cult of followers. There'll probably be some resistance on the way, but that's what makes life interesting.

Rewards

TURN IN	MONEY	XP	GEAR
Janey Springs (in Concordia)	447	1264	N/A

Objectives

- REACH CRISIS SCAR
- KILL 20 DARKSIDERS
- PICK UP 3 PRISMS
- DAMAGE PAD REGULATOR
- USE JUMP PAD TO REACH 2ND FLOOR
- GO TO SECRET ENTRANCE
- USE INTERCOM
- REPORT TO SC4V-TP
- REACH CRISIS SCAR UNNOTICED
- FIND SIGNAL SOURCE
- DEFEAT GATE GUARDS
- KILL REDBELLY
- TURN OFF SIGNAL
- USE MAINTENANCE CONSOLE
- DESTROY ALL 3 RELAYS
- RETURN TO CONCORDIA
- MEET JACK
- FIND AND FOLLOW CU5M-TP
- DEFEAT GUARDS
- CONFRONT THE MERIFF
- GET TO SPRINGS

MISSION WALKTHROUGH

Look up in the sky the first time you step outside in Triton Flats **(1)**. Colonel Zarpedon transmits an apology to the people of Elpis...and suddenly a massive energy beam from Helios Station blasts into the moon's crust! Jack explains that Zarpedon is using the massive Eye of Helios laser to target the moon's core. Her goal: destroy Elpis.



ANOTHER LITTLE MISSION?

Visit the Triton Flats Bounty Board (not far from the gate to Moxxi's Back Door) to pick up another optional mission, "All the Little Creatures." Rated Level 9, it's a difficult challenge at this point during your first playthrough. You might want to wait until you complete "A New Direction" first.

Reach Crisis Scar

Deploy a buggy from the nearby Moon Zoomy station and drive westward across the dangerous flats, following the objective marker. Watch for hostile Scav-driven buggies, flocks of Stinging Rathyd flyers, and huge floating Shugguraths that spew corrosive bombs. Also be wary of the Scav SAM Turret **(2)** atop the outpost near Vertigo Bridge.

Fight your way through the narrow passage **(3)** that leads west. It's clogged with towering, purple-blue Energized Shugguraths that zap you with electric beams and hurl shock bombs. Once you punch through them to The Causeway, hop out of your vehicle and enter the Dahl structure **(4)** to meet a smoking SC4V-TP unit. It announces that this is the main gate to the communications facility; the unit won't let you through until you prove yourself worthy to join RedBelly's Scav gang, who all live there.

To do this, you must invade the hangout of a rival gang, the Darksiders, kill a bunch of them, and grab some prisms. The SC4V-TP also mentions that Darksiders sometimes "overcharge" their jump pads. Each jump can get an extra boost if you shoot the box on the side of the pad first.

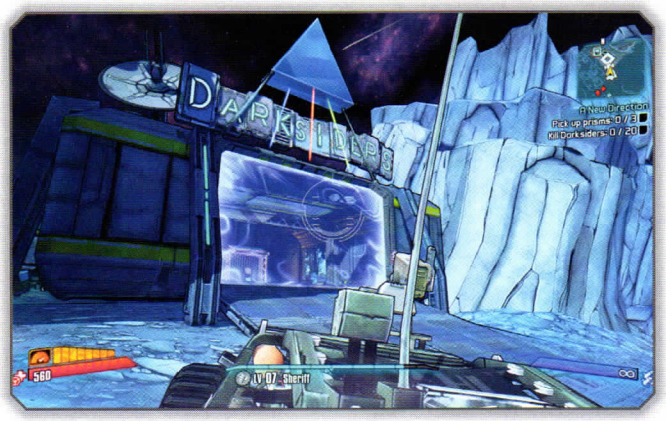






Kill 20 Darksiders and Pick up 3 prisms

Drive north across Vertigo Bridge and veer right on the far side to find the Darksiders hideout **(5)**. Drive right in the garage onto the Moon Zoomy platform, dismount, and restock at the gun/health dispensers in the next room. Then follow the marker down the hall into the main building where grenade-tossing gang members immediately confront you. Lay waste to these dark-suited interlopers, and be sure to pick up the Darksider's Prism that the badass shielded enemy named "Magma Rivers" drops.

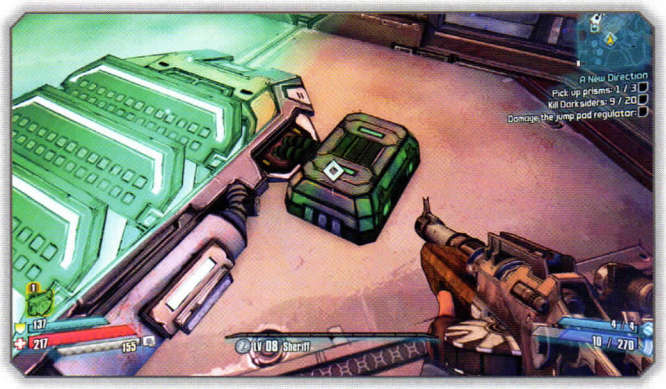




Damage the pad regulator and Use the jump pad to reach the second floor

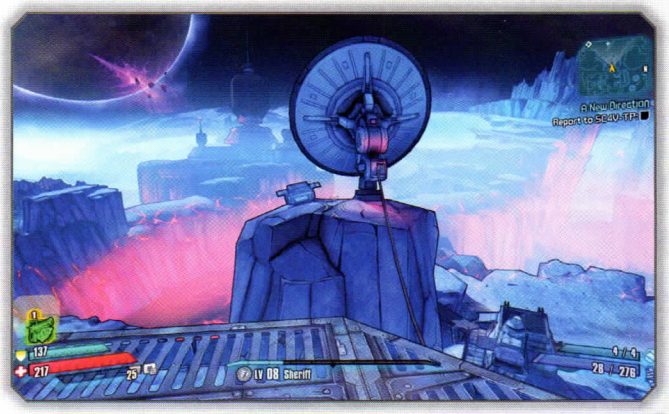
When the room is clear, head over to the jump pad **(6)** on the raised platform at the far end. Shoot the box next to it to supercharge the pad, and then use the pad to jump across the warehouse into the high passage. Exit via either side door then climb upstairs to face another wave of Darksiders. Watch out for "Wally Wrong," a heavily shielded badass who drops another prism when killed. Wipe out this wave and follow the objective marker up another level.

Another wave of Darksiders attacks you, led by another badass named "Fair Dinkum." Take him out and pick up the third prism that he drops. Kill gangsters until you hit the 20-mark needed, then keep killing until they're all killed.





Use the pair of successive jump pads to reach the highest platform, then make a boosted jump from there to the promontory where a treasure chest sits next to an antenna dish. Loot the chest, float down to the ground, then walk around the facility to the garage door and mount your buggy.



Report to SC4V-TP

Drive back to the SC4V-TP unit at the gate **(4)** and talk to him. He says you've proven yourself worthy and earned entrance, but the main gate is stuck so he sends you to a side door.

Go to the secret entrance and use intercom

Drive east down The Causeway then turn south, following the objective marker to a structure **(7)** built into the narrow ravine between two steep cliffs. Use the intercom next to the gate (circled in our screenshot) to get in.





Reach Crisis Scar unnoticed

You can climb the stairs on the left to find a control room filled with loot containers, or you can just move forward to the jump pad. Use a sniper-rifle scope to observe the patrol patterns of the two Scav guards. Try to jump down when they're both furthest away and hop up on the building roof. Wait until both move furthest away from the bridge then sprint across the bridge and use the jump pad to leap up to the exit area.

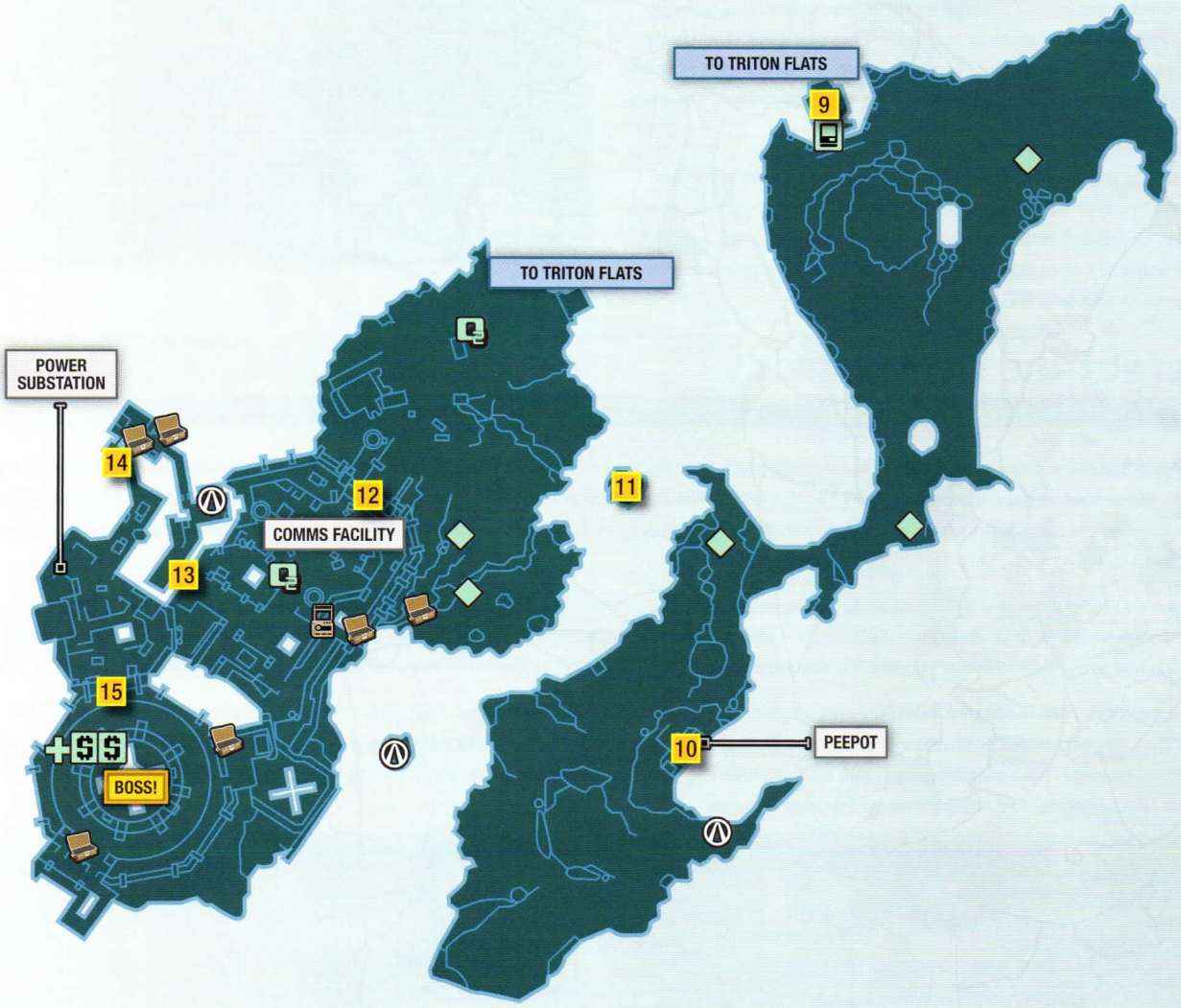
Or...just kill them and any other Scav guard who drops down to fight. Whatever your choice, when finished proceed into the gateway structure **(8)** and enter Crisis Scar, site of the old Dahl Comms Facility.



This one time I shot some ugly Scav right in his facemask Oz kit thingy. At first I was sad that his head didn't explode but then I realized he was choking to death because he couldn't breathe. Then I smiled and butt slammed him off a cliff.

—Rick Porter, Game Designer, Gearbox Software

MISSION MAP: CRISIS SCAR



Find the signal source

Note the Fast Travel station in the Crisis Scar arrival room **(9)**. This makes your eventual return much quicker. It's a one-way portal though, so don't leave or you'll have to work your way back all the way across Triton Flats to return to Crisis Scar. Step outside the vestibule armed with a nice Kraggon-killer, because your lizard buddies are crawling all over Crisis Scar. Remember that Kraggons resist Burn damage, so use something explosive or shocking.

KILL THE VINES

The mushroom-like Cryo Vines growing everywhere in Crisis Scar are beautiful, but deadly, inflicting Cryo damage if you get close. You can't destroy a Cryo Vine, but you can avoid its painful freeze by simply shooting it once to temporarily neutralize it and then hustle past.



Shortly after you emerge, Colonel Zarpedon unleashes the Eye of Helios on Elpis again. The moon can't take too many more core shots like that, so you'd better find that jamming signal soon. Follow the path up to a stunning view of the Comms Facility. You can jump across the lava channel, but if this is your first visit to Crisis Scar you should go meet Peepot **(10)** and take a crack at his optional mission. (See "The Empty Billabong" in our Moonlighting chapter.) Otherwise, jump to the tall island **(11)** then across to the Comms Facility, now hung with a sign that reads "RedBelly's Playce."



Several Scav gangsters congregate in the yard outside the front gate. Pick off a few with your sniper rifle then clear the yard. As you approach the gate, "RedBelly" (actually two guys, Red and Belly) notes your arrival as two powerful Scav Laser Turrets open fire. You see a squad of guards behind the closed gate **(12)**, ready for assault.

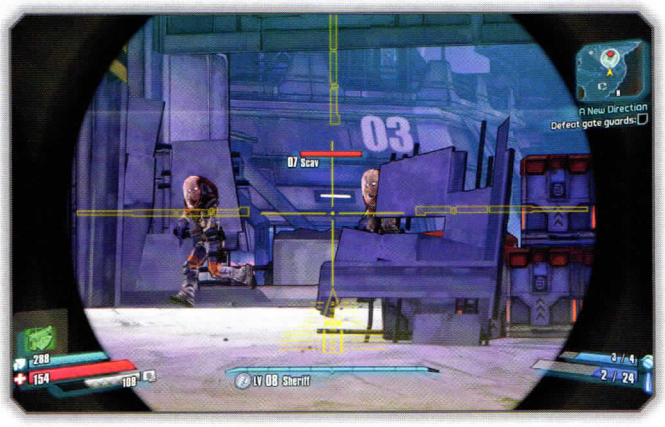
Defeat the gate guards

Make good use of the cover here, popping out to snipe the turrets but then ducking back safely when either one fires a burst. When you destroy both, the gate slides open and the Scav guards spill into the yard. Eliminate them then enter the facility, where more grenade-tossing guards swarm into the inner courtyard. You can duck quickly to the right into an oxygen-filled room (labeled 01) with a holding cell. Use it to replenish air, pop out, and pick off targets.

When the courtyard is finally clear, cycle on its Air Dome Generator. Soon Red and Belly comment on your success and send in their "elite jetpack lads"—Outlaws who fly in as advertised via jetpack. Again, a good way to negate their aerial maneuverability is to duck into one of the side rooms (01 or 03) and force them to follow you into the enclosed space. Your weapons with Burn damage also work better in atmosphere.

When the jetpack crew is downed, fight your way upstairs to the doorway **(13)** under the sign that reads "RACK OFF." When all of the minion-type Scavs drop, the door slides open and a bruising Badass Outlaw emerges! His shield is formidable, so start with a shock weapon to knock it out with Electrocute damage. Then switch to a gun that's effective versus flesh. Keep your distance, avoid his powerful grenades and jump attacks, and don't feel bad about hopping and running away to recharge and heal.





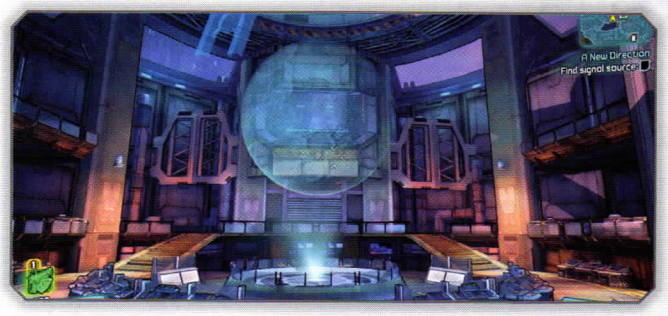
When the Badass Outlaw finally drops, enter the RACK OFF door where he emerged. Follow the passages and stairs past the hovercraft and bunkroom, looting as you go, until you step back outside **(14)**. Careful! Additional angry jetpack Scavs hover in the area. Fight your way down the walkway to the Power Substation where more RedBelly gang members attack.

As you approach a door numbered "06" **(15)**, it opens to release a squad of "lil'-sized" Scavs followed by another powerful Badass Outlaw with a heavy shield. (Beyond the door you see a row of vending machines.) This is a tough fight—weaken the Badass shield with Electrocute damage then take him down with Explosive weapons.



When the area is finally enemy-free, step through door 06 to discover you've just entered "RedBelly Arena." Sounds like a boss fight is brewing, doesn't it? Stock up at the health, ammo, and gun dispensers if necessary, and then follow the corridor to a big, arena-like map room projecting a holograph of Elpis with Helios Station orbiting it.

Looks like you finally found the jamming signal source! Enter the arena to trigger RedBelly's appearance. Watch the cutscene carefully: again, "RedBelly" is actually two foes, one lil' Scav inside a helmet sitting atop a big Scav.



This one time, I had defeated Belly, and shot Red down while he was flying right above me—it was like a piñata! Loot raining down everywhere!

—Kaitlyn Glenn, QA Officer, 2K Australia

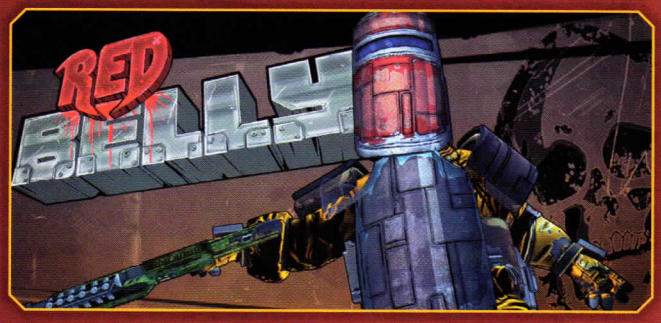
BOSS FIGHT: Kill RedBelly

RedBelly's Vitals

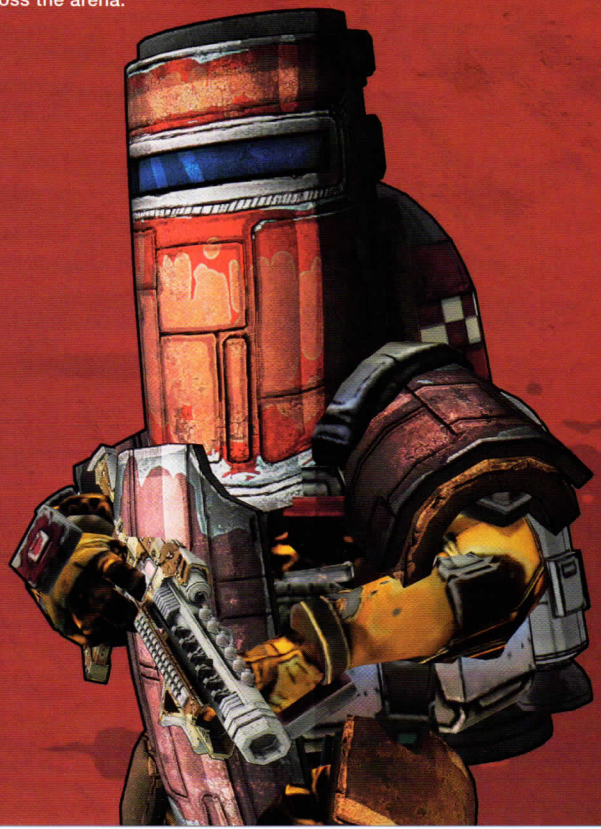
BOSS	BOSS LEVEL	HEALTH MULTIPLIER	SHIELD LEVEL	DAMAGE MULTIPLIER	XP VALUE	CRITICAL HIT AREAS	WEAKNESS	RESISTANCE
Red	8	1	—	1	396	Legs	—	—
Belly	8	15	—	4	5280	Head	—	—

The fight starts out in a deceivingly simple fashion—it seems to be just a duel between you and RedBelly, a helmeted dude with a vicious ramming melee attack, delayed-fuse grenades that deal various elemental damages, and a rapid-fire laser rifle that spews Burning bolts. (If you have an inflammable shield, this is a good time to equip it.) RedBelly has a *long* health meter but no shield, so a good tactic is to alternate between using a laser weapon from afar and a heavy-hitting shotgun at close range.

As always, don't be a stationary target. The moment you see RedBelly square up for his melee dash, punch the Jump button and get up in the air. As he dashes past underneath you, spin 180 degrees and shoot him in the back as you land. Overall, depending on your gear and skills, you can either engage heavily while airborne or just use your boosted jumps to escape across the arena.







When RedBelly's health drops about one-fourth, he suddenly splits apart into Red & Belly, fighting separately. Belly is roughly the same as before, a ramming bully, but Red floats up into the atrium above, staying off the ground for most of the remaining fight. The two boss halves also summon Lil' Scav minions. These can be quite annoying, but one good shotgun blast takes out a Lil' Scav, so if you need a Second Wind they can actually be useful to have nearby.

Take down Belly and knock the annoying Red out of the air to end this battle.



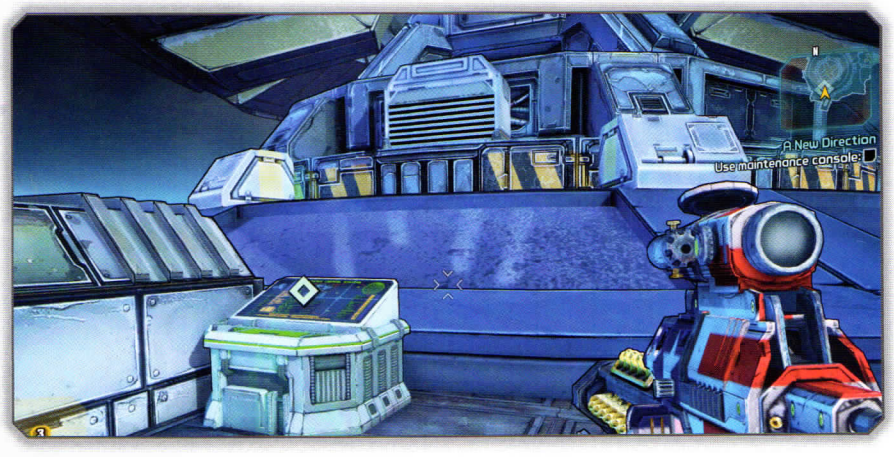


Turn off the signal

After RedBelly falls dead, the upstairs security door (on the tier circling the arena) unlocks. Run up to it and press the button on the right to open the door. Climb the stairs to the signal console where, of course, you find out it's damaged. Jack sends you to a maintenance console on the roof.

Use the maintenance console

Cross the room to the upstairs exit and climb the staircase to the roof. While you're en route, Zarpedon unleashes another Eye of Helios blast at the moon's core. Follow the objective marker to the console and activate it.



Destroy all 3 relays

Not done yet! Up above, you see the massive radio transmitter that's sending the jamming signal. To shut it down you must destroy the three relay panels arrayed around its base. Guards including jetpack Scav units, Badass Scavs and a pair of Stolen Dahl Jetfighters hover around each relay. Also: Two shielded Scav Turrets flank each panel as well. Patiently knock out each cluster of enemies as you work your way around the base, shooting out the three glowing relay panels.

Once the last relay is destroyed, Jack reports that security on Helios Station is back online. Finally! And you learn why The Meriff back in Concordia has been so uncooperative with your efforts. Now Jack wants you to join him in a meeting with the obsequious fellow back in town.





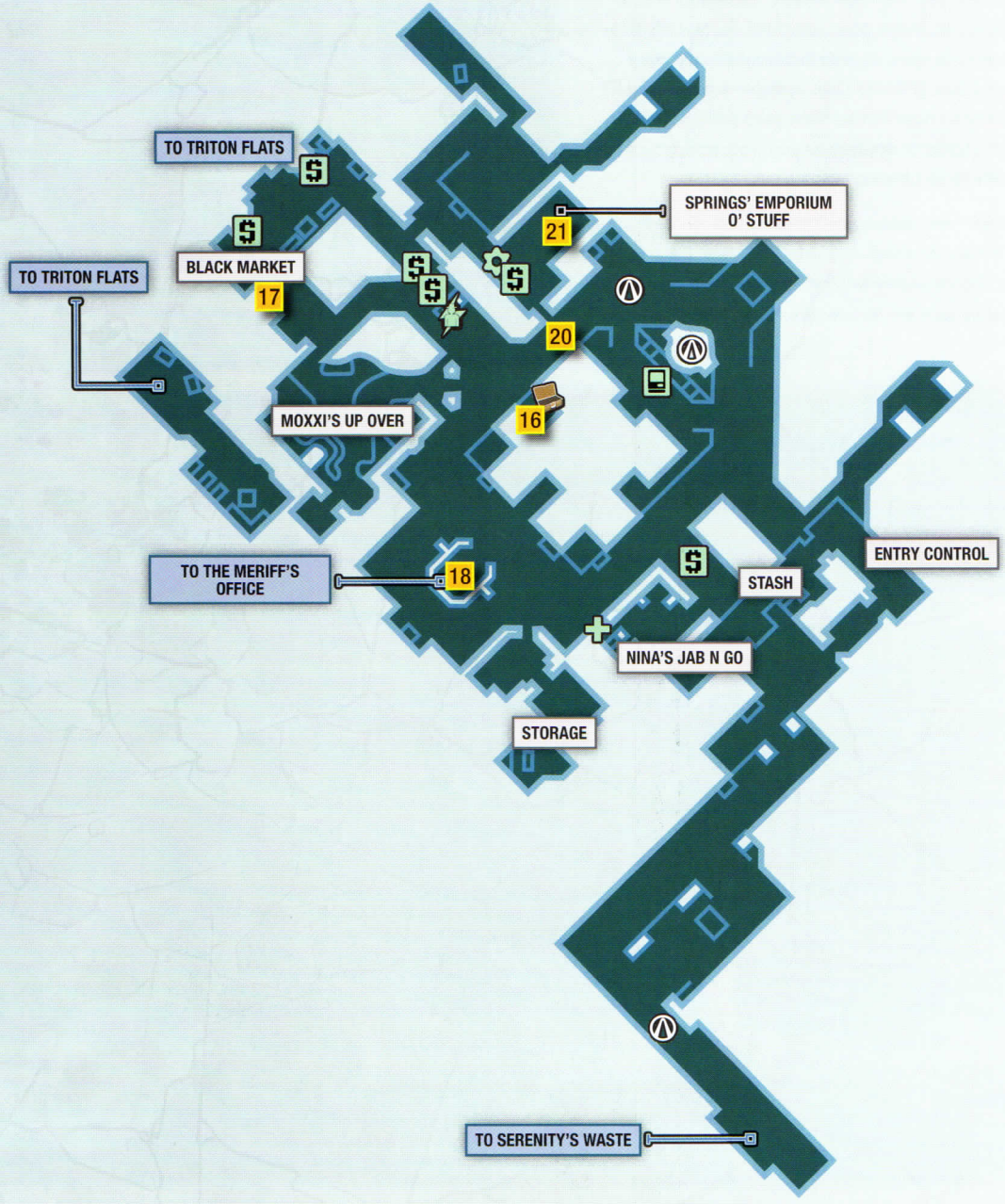
Return to Concordia

Make a low-gravity leap off the comm tower and float down to the ground. There are several routes back to Concordia. You can travel to one of the area exits into Triton Flats then work your way across that region to Moxxi's Back Door. Another way is to hop back across the islands in Crisis Scar's lava channel, climb up to where you first entered **(9)**, and use the Fast Travel station there to Concordia.

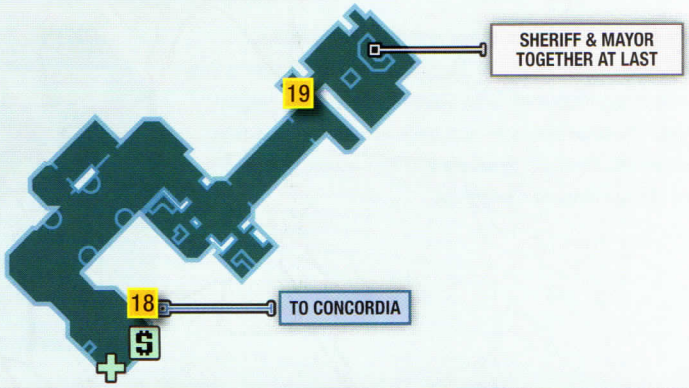
THE CREATURES OF STANTON'S LIVER

By now your character should be Level 9 or 10. On your way back to Concordia, take a detour to Stanton's Liver (the northeast area exit from Triton Falls) and try the "All the Little Creatures" optional mission. That in turn unlocks a new one, "Recruitment Drive." You can complete both of these side quests before returning to Concordia to wrap up the story mission, "A New Direction."

MISSION MAP:CONCORDIA



MISSION MAP:THE MERIFF'S OFFICE



Meet Jack and find CU5M-TP

You can find Jack **(16)** waiting on the walkway outside Moxxi's Up Over Bar. He's ready to confront The Meriff but the elevator is still locked down. With Moxxi, you concoct a plan involving the town's CU5M-TP unit. Head downstairs to find the "law-bot" **(17)** next door to the Crazy Earl's Black Market.

Follow the CU5M-TP

After the exchange, follow Jack and the outraged robot to the elevator **(18)**. When it reaches the top, select the travel arrow to reach The Meriff's Office. When you arrive, follow Jack and the robot again.

Defeat the guards

The Meriff tries deploying armed guards and ceiling turrets to "reschedule" the meeting. Wipe them out and follow Jack and CU5M-TP to the force field in the doorway **(19)** to The Meriff's office. When the field goes down, enter the office to help Jack confront The Meriff.





Confront The Meriff

Now just stand there and watch the scene unfold. Once The Meriff meets his fate and Jack kicks off his new project, it's time to go find Janey Springs.

Get to Springs

Go back to the elevator. Enter and press the control button to ride it down. Exit the lift, go past Moxxi's bar and continue downstairs to the narrow doorway on the left **(20)** next to the "Springs' Emporium o' Stuff" sign. Enter and veer right to find Janey Springs **(21)** in the office of her scrap business. Talk to Janey to turn in and get your story mission rewards.



New Optional Missions Available!

Completing "A New Direction" unlocks six new optional missions. Pick up "Grinders" and "Bunch of Ice Holes" in Concordia right away and then look for "To Arms!" out at the Triton Flats Bounty Board. You can find both "Pop Racing" and "Zapped 1.0" out in Triton Flats and pick up "Boomshakalaka" in Outlands Canyon. Completing "Boomshakalaka" unlocks "Space Slam" at the same location.

When you turn in to Janey Springs in Concordia for "Zapped 1.0" she immediately makes "Zapped 2.0" available to you; when "Zapped 2.0" is completed, she offers you "Zapped 3.0."

- GRINDERS
- BUNCH OF ICE HOLES
- TO ARMS!
- POP RACING
- ZAPPED 1.0
- ZAPPED 2.0 (AFTER COMPLETING ZAPPED 1.0)
- ZAPPED 3.0 (AFTER COMPLETING ZAPPED 2.0)
- BOOMSHAKALAKA
- SPACE SLAM (AFTER COMPLETING BOOMSHAKALAKA)

Regions	Concordia / Triton Flats / Outlands Canyon / Outlands Spur / Pity's Fall
Mission Giver	Janey Springs
Available	After completing "A New Direction"
Level	12

INTELLIGENCES OF THE ARTIFICIAL PERSUASION

Locate a combat AI core.

MISSION MAP: TRITON FLATS



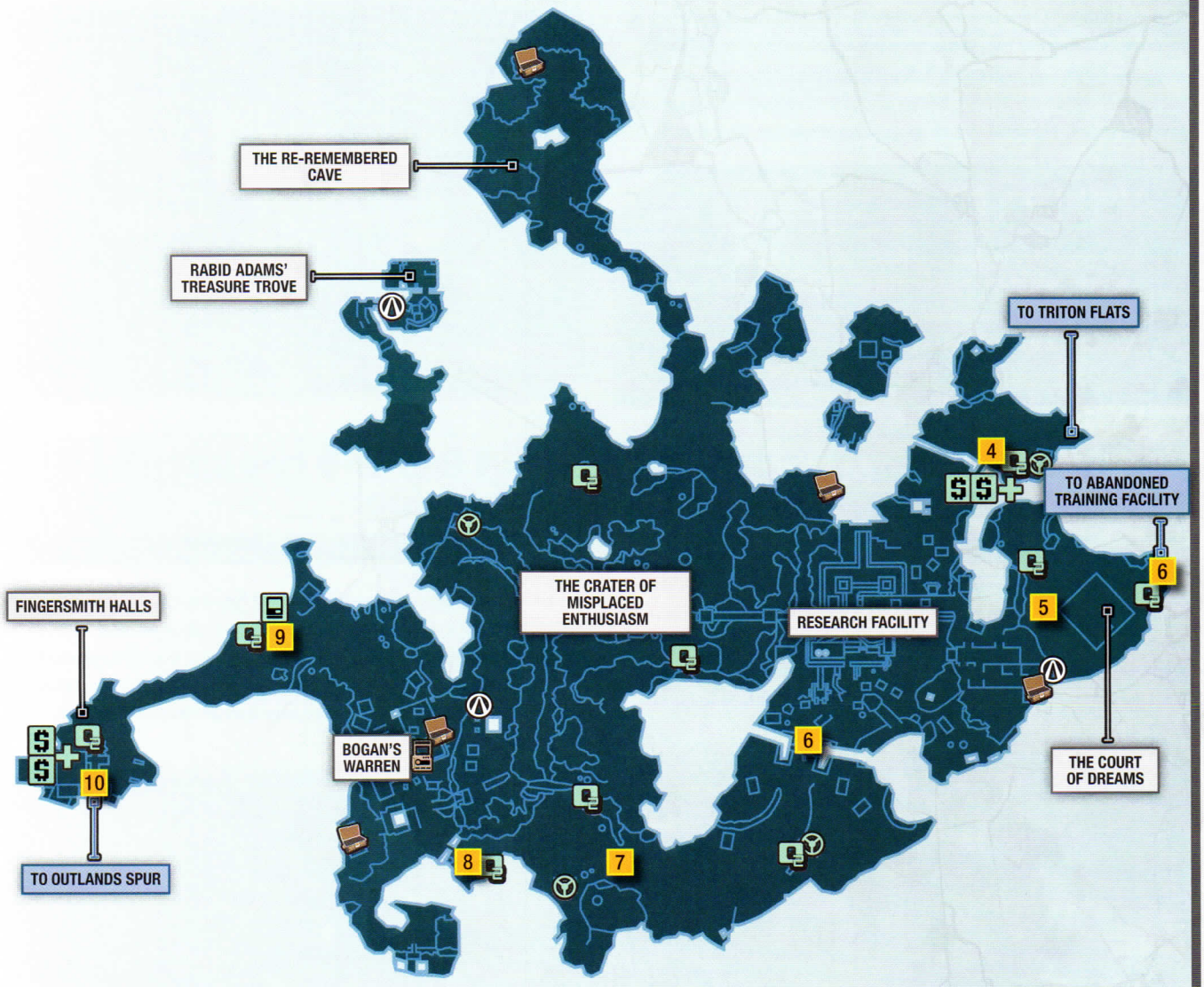
MISSION BRIEFING

A junk trader named Davis Pickle might know about the Dahl AI core you need. Snag a Stingray and head over to his camp in Outlands Canyon. Then follow his directions to the wreck of the *Drakenburg*, an old DAHL warship, where a pair of bosses may have the core.

Rewards

TURN IN	MONEY	XP	GEAR
Skipper (on the Drakensburg)	157	2376	Storage Deck Upgrade

MISSION MAP: OUTLANDS CANYON



Objectives

- TAKE SCRAMBLER
- GO TO STINGRAY GARAGE
- INPUT 8-0-0-8
- UNLOCK GARAGE DOOR
- GET A STINGRAY
- FIND DAVIS PICKLE
- TALK TO PICKLE AND LISTEN TO HIS PLAN
- CROSS BRIDGE TO THE *DRAKENSBURG*
- OVERRIDE BRIDGE CONTROL
- DUMP METHANE INTO LAVA
- ENTER AND ACTIVATE PUMPING STATION
- REDIRECT FLOW
- DUMP METHANE INTO LAVA
- ENTER THE *DRAKENSBURG*
- GO TO COMMAND CENTER
- GET TO ENGINE ROOM
- SET ENGINES TO FULL POWER
- DESTROY FLOW REGULATOR
- OPEN AND DESTROY POWER STABILIZER TO OVERLOAD THE ENGINE CORE
- JETTISON ENGINE
- ENTER ENGINE CORE
- FIND AND DEACTIVATE FORCE FIELD CONTROLS
- RETURN TO COMMAND CENTER
- KILL THE BOSUN
- ENTER AI HUB
- MEET UP WITH THE SKIPPER

MISSION WALKTHROUGH

Take the scrambler

After you turn in "A New Direction," Janey Springs tells you about a fellow named Pickle who can help you acquire the AI you need for Jack's robot army. She hands you a scrambler that unlocks digistruction at an old Dahl garage then sends you there to deploy a special hovercraft vehicle called a Stingray. (Talk to her again to pick up an optional mission, "Grinders.")



LEVEL UP A BIT

When you start "Intelligences of the Artificial Persuasion," check your Level rank. This story mission is rated at Level 12 so if you're at 10 or lower, try a couple of optional missions rated closer to your rank—new ones are available. Use them to get leveled up to at least 11 before diving further into this story mission.

Go to the Stingray garage

Head upstairs to Concordia's Fast Travel station and use it to teleport to Triton Flats **(1)**. After you arrive, exit the Darksiders garage and walk around the left side of the building. Move downhill between the rock formations and veer around the left side of the next building, ready to fight Scavs. Fight your way downhill past the staircase and find the air-filled doorway on your right. This is the back entrance of the Stingray garage **(2)**.



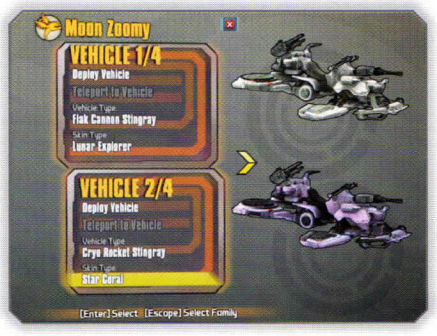
Input 8-0-0-8 and unlock the garage door

Janey Springs gives you the info you need. Approach the four-number code panel next to the door. You can increase or decrease each number by clicking on the blue arrows. From top to bottom, the numbers should read 8-0-0-8. Then press the door switch to open the back door. When you step into the vehicle station, the main garage door automatically opens too.



Access the vehicle station and get a Stingray

Approach the marked workstation and place Janey's scrambler on it to unlock Stingray digistruction. Then go use the Moon Zoomy console to open the interface. Scroll the Vehicle Family to "Stingray" and select it. Configure one of the hover-bikes and deploy the vehicle. Take Janey's advice and zoom around the area for a while. Get used to Stingray handling.



Find Davis Pickle

Steer your Stingray northeast to the ramp **(3)** used to jump across the lava flow to the area exit leading to Outlands Canyon. Make the leap and continue through the exit.



The first part of Outlands Canyon is an extremely dangerous area, crawling with Scavs of almost every variety, including tough Armored and Badass fellows. If you've got the funds, check out the wares at the entrance-area vending machines and upgrade your gear to prepare for the heavy fighting to come. Make sure you've got weapons available in your Inventory that deal both armor-piercing Corrosive damage and shield-busting Electrocute damage—you'll see your share of both types in this region.

When ready, proceed on foot through the narrow entry gate **(4)** under the warm, welcoming signs. It doesn't take long to run into Scavs. Start fighting your way south through the labyrinthine Research Facility.



Optional: Find the training facility

If you want, you can veer east around a frozen methane pond to find a pair of amusing (and easy) optional missions, both at the same location **(5)** on The Court of Dreams. (Complete "Boomshakalaka" first to unlock "Space Slam.") You also find the entrance to the *not*-so-amusing-or-easy Abandoned Training Facility **(6)**, where you can tackle an increasingly brutal series of optional Dahl Combat Training missions, available if you pre-ordered the game.



Keep looking for Pickle



Fight your way southwest across the Research Facility toward the next gate **(6)**. Keep an eye in the sky for Stolen Dahl Jetfighters as you go. If you have a weapon that deals Corrosive damage, inflict it on the flyers; it slices through their armor and they go down fast.

Once you get through the gate, grab a Stingray at the Moon Zoomy station and continue west through the Tork-infested pass **(7)**. Watch out for a tough new pair of Tork species, the burrowing Dredger and the howitzer-like Basilisk that spits green globs of Corrosion. Head for the next gate **(8)** that leads into Bogan's Warren. You must go through this gate on foot.

A few Scavs roam through the Warren, but their presence is light. Find the Outlands Canyon Fast Travel station **(9)** and continue west through the big rock tunnel into Fingersmith Falls. There you find the infamous junk collector, Davis Pickle **(10)**. He sounds awfully young, doesn't he?



Talk to Pickle and listen to his plan

Pickle knows you seek military AI, and he reports hearing of AIs collected by The Bosun and The Skipper. They hang out on the *Drakensburg*, a downed Dahl frigate across Outlands Spur. He activates a nearby area gate and updates your ECHO with coordinates for the ship. Travel to Outlands Spur.

DEFACING THE PICKLE

An amusing Challenge available in this area is to find and deface the Wanted posters for Davis Pickle. Five are posted in the regions you travel for this mission.





The Kraggon are really cool. You go in fighting one or two and then bam, you're fighting eight. There's nothing else like them and they keep the pressure on you!

—**James Lopez, Producer,** Gearbox Software

MISSION MAP: OUTLANDS SPUR



Cross the bridge to the *Drakensburg*

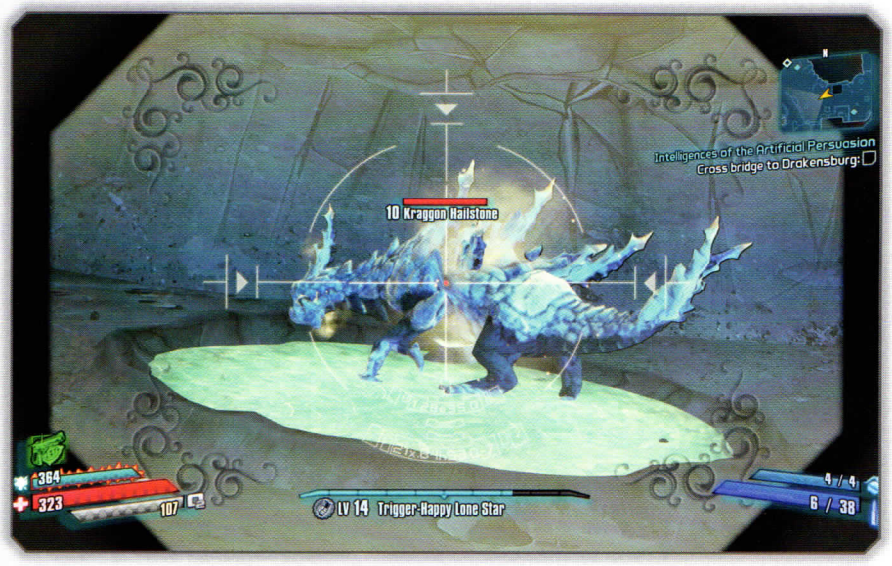
From your arrival in the Spur **(11)**, start working your way west as Pickle fills you in on things. Just down the hill you see the outskirts of another massive Dahl refinery complex full of patrolling Scavs who skirmish occasionally with cold-climate Kraggons like the big Hailstone and the smaller Snowball. (When you kill a Hailstone it splits into two Snowballs. Interesting.)

Fight past all these hostiles and use the jump pad **(12)** to propel you across the crevice to the main yard **(13)** in front of the big Processing Plant…where all hell breaks loose.



The Scav crew guarding the main yard features some formidable Scavs, Raiders and powerful Armored Outlaws. But the scariest thing in the yard is a massive Scavenger Beast ridden by a tough, shielded Scav Beast Rider. You also face a pair of Lil' Scavenger Beasts with lil' riders too.

This can be a difficult battle, but you can use the oxygen geysers in the yard to hop up high onto the catwalks along the front of the building. From there you can snipe away at Scavs and beasts in the yard below from a nice high vantage point. Just remember to keep strafing along the walks, and watch out for jetpack Raiders flying up to join you.



Once the yard is cleared, drop down and enter the processing plant as Pickle gives you more background on the gang in the *Drakensburg*. More Scavs lurk inside the plant. Work your way to the bridge **(14)** and start moving across the span. Unfortunately, the Skipper decides she doesn't like your looks...and retracts the bridge.



Override the bridge control

Pickle claims there's a manual bridge override control nearby, so follow the map marker he puts on your ECHO, which leads to a console **(14)** just north of the bridgehead. To reach it, climb the nearby staircase, fight across the plaza, and veer left up more stairs into an air-filled room. Move through the rooms to find the console **(15)** then try to use it.

The override works but The Bosun counters your move by immediately destroying the bridge—not the brightest move, but the lava is impassable so you'll need another way across. Fortunately, young Pickle has a plan: dump methane from the reservoir into the lava, freezing up the flow.



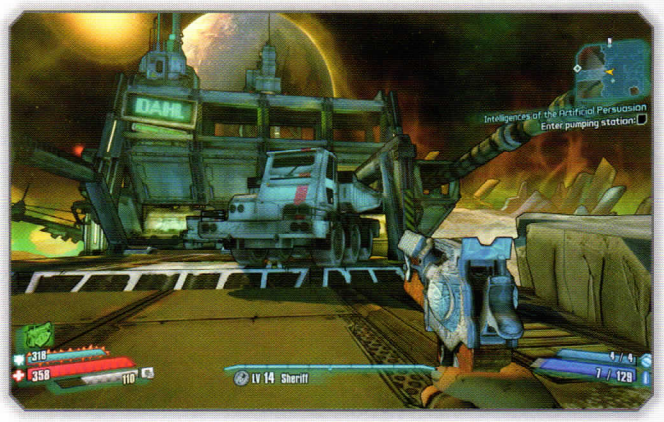
Dump methane into the lava

Exit the override room via the northern door that leads outside. Descend the stairs then carefully walk behind the staircase and drop down to the platform at ground level below to find the methane dump control **(16)**. Use it to discover that the methane reservoir is empty. But Pickle has another plan!



> The Skipper. She's got a heart of gold and a heart of stone. Sort of a gold-stone heart. Wait, is gold already a stone?
>
> —**Andrew Orman, Senior Designer, 2K Australia**

Enter the pumping station



The methane pumping station was shut down years ago during The Crackening, so you need to reactivate it. Unfortunately, the station is some distance away. Follow the walkway along the lava's edge to the jump pad and use it to hop back up to the bridge road. Retrace your route south out of the Processing Plant and use the jump pad **(17)** in the yard to leap back across the crevice.

Go straight south to make a running, boosted jump off the ramp **(18)** to the small island **(19)** then do the same off the island's far side. You land in the midst of many frozen Kraggons. Blast them to ice shards and continue south to the truck-filled bridge **(20)** leading to the Dahl Pumping Station.

When you arrive, two shielded Scav SAM Turrents drop down to defend the span. Take them out from a distance with a sniper rifle, preferably one with Electrocute damage to quickly neutralize the shields. Then fight through the Scav troops to the pumping station. The main gate closes, but you can enter via the right side door **(21)**.

Activate the pumping station

As you battle across the interior courtyard, Pickle calls in and sends you coordinates to the pump activation console located up on the station's third level. You need to use vertical jump pads to reach it. Watch out for powerful Badass Outlaws in this area as you fight your way across the courtyard. (Be sure to cycle on the Air Dome Generators as you go.) Use the vertical jump pad **(22)** to jump and boost onto the second level walkway.

Find the next jump pad **(23)** nearby and hop up to the plant's third level. Then fight through yet another Scav squad to reach the console **(24)** and use it. The pumps start up, but the flow is blocked somewhere. Naturally. Pickle has yet another idea.

Redirect the flow



Off you go again, this time all the way back east toward the Methane Treatment Plant. You have to veer south first through a Kraggon-infested valley **(25)** as it curves up past the "Flow Control" signs to the plant. There you face a crazy mix of foes that includes Scavenger Beasts on the ground and Stolen Dahl Fighters in the air as you approach. Remember that Corrosive damage melts armor and brings flyers down fast.

The redirect control valve is at the very top of the central plant tower. To reach it, fight through the plant to the vertical jump pad **(26)** and hop up onto the adjacent roof. Climb the nearby ramp to another jump pad **(27)**. Use it to hop to another ramp leading up to another jump pad **(28)**. Finally, use that pad to jump to the top of the central tower where you find the flow redirect valve **(29)**. Turn the valve to redirect the methane flow.



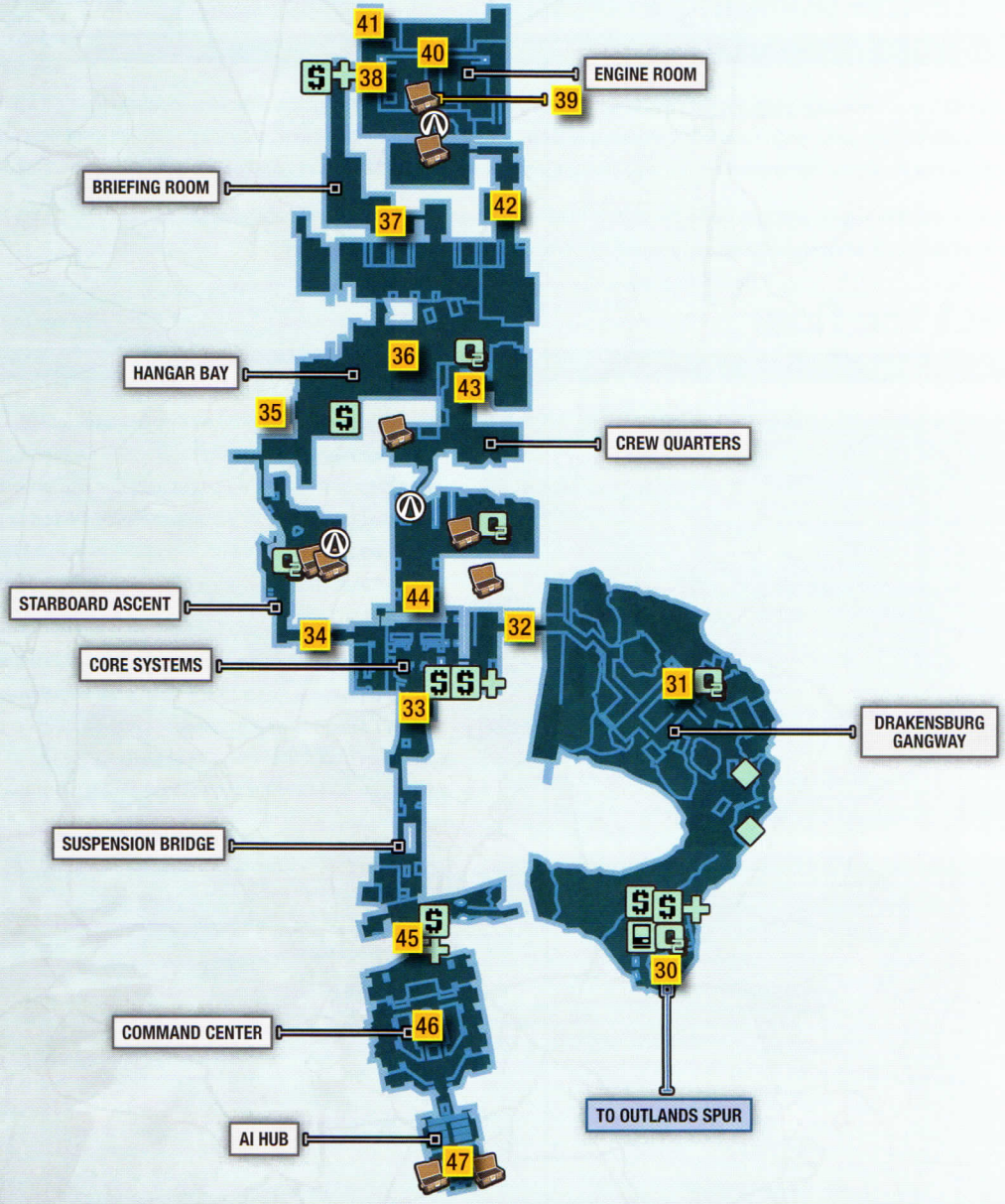


Dump methane into the lava

Return to the methane dump control **(16)** at the Processing Plant and use it to freeze the lava. Now you can proceed directly across the frozen surface. But watch out for a massive Badass Kraggon bursting through the ice! Hop up the terraces on the bridge's right side to reach the entrance gate to Pity's Fall **(30)**.



MISSION MAP: PITY'S FALL



Enter the *Drakensburg*

You enter the Pity's Fall region at Drakensburg Gate. Fight your way up the first hill and climb the gangway **(31)** up to the ship's entry hatch. Nail the pair of turrets above the hatch, and wipe out the squad of Scavs who burst out as you approach. When the way is clear, step inside the hatch **(32)**.



Go to the command center

Follow the objective marker to the left but stop in the doorway under the "Core Systems" sign. A *lot* of Scavs are posted in the big room on the other side. Set up with a sniper rifle in the doorway and pick off any guards you see. The others flock to the fight, so just slide from side to side behind the door's frame, using it for cover as you pick them off. Look for several Explosive Barrels in the chamber that you can target for nice detonations.

When the room is clear, cross it to the Command Center doorway **(33)**. The Bosun blocks it with a force field and unleashes another wave of his baddies, approaching from behind. Clear the room again. As you do, listen to The Skipper explain her situation. She offers to help you take down the force field. Sounds like you've got a deal.

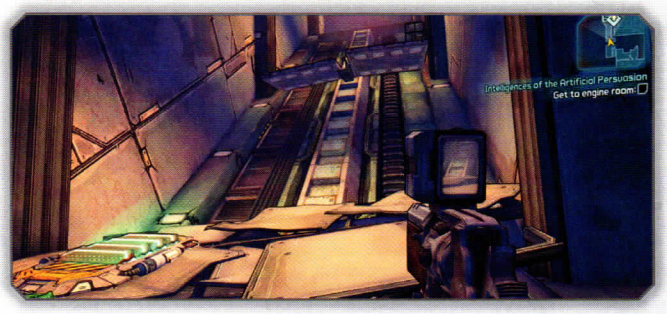


Get to the engine room

Exit the west door and proceed up through the airlock **(34)** and outside onto the Starboard Ascent. Turn right and move along the hull until a deadly Dahl SAM turret starts slinging missiles at you. Find cover and pop out with a rifle to nail the SAM turret first then pick off the Scavs. Continue up the green walkway until you reach a platform with a small hut that has a jump pad **(35)** on its roof. Use the jump pad to leap northward to the upper catwalk ahead. From there you can walk into the Hangar Door, putting you back inside the ship.

Enter the big Hangar Bay **(36)** and clear the area, including a Scav Laser Turret. Hop over to the Engine Room's exterior entrance and head inside. Move through the Briefing Room **(37)** and up the shattered corridor beyond to the conveyor shaft.

Use the cleverly placed jump pads to hop up the shaft. Then, finally, you reach the Engine Room itself **(38)**. Here the Skipper explains the plan: jettison the main engines to unblock the force field leading to the Command Center. Oh, and be ready to fight guys. *Lots* of guys.



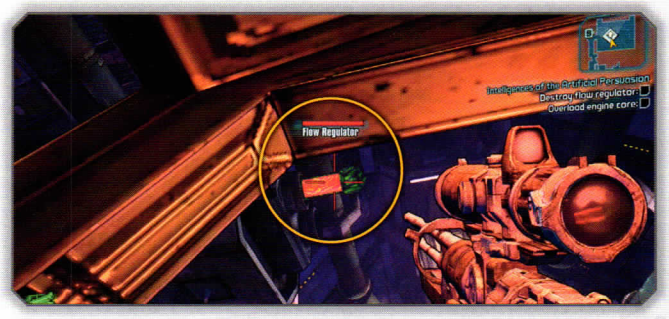
Set engines to full power

Just inside the Engine Room, turn right and head upstairs to the control room. Use the glowing console **(39)** to set engines to full power.

Destroy the flow regulator

Stay right where you are at the console and look up toward the ceiling. Spot the Flow Regulator (circled in our screenshot), a large tube glowing red and green. (If you aim at it, the popup name appears in your field of view.) Shoot it to destroy it.

The moment you do, alarms go off and turrets start firing at you. Shoot them out too. Soon a crew of Outlaws comes to restore order. Sow chaos in return.



Open and destroy the power stabilizer to overload the engine core

When the area is clear, head across the room to the jump pad next to the big rotating drive. Use it to hop to the platform above the drive then go to the power stabilizer control console **(40)**. Use it to open the power stabilizer, which you can see through the glass directly behind the console.

Walk around to either side of the console and jump up to the open window. Then shoot the power stabilizer until its red health bar drops to zero and it explodes. This overloads the engine core.

Amazingly, you're not done yet. You still have to initiate the jettison engine sequence.



Jettison the engine

Jump from the console platform across to the catwalk to the east. Turn right, approach yet another glowing console **(41)** and initiate the jettison sequence. Watch the fun outside the window, then take The Skipper's advice and use the engine shaft to reach your next destination.

Enter the engine core

Drop down to the opening in the long glass tunnel that runs down the center of the engine room. Hop in and follow the shaft. At the end, leap up into the open hatch at upper right. Climb the ladder out of the chamber then climb the ramps up to the Engineering center **(42)**.

Find and deactivate the force field controls

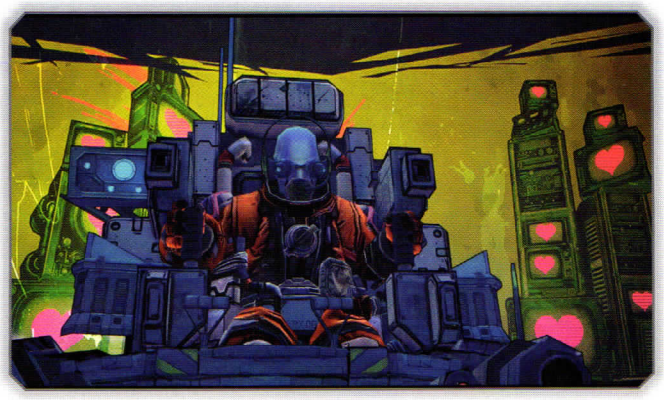
Move down the long Engineering room and the corridor beyond to find the Security office. Walk through the office and exit the far door leading outside to the ship's Shattered Aft section. The Bosun warns that his best man, named Poop Deck, is waiting for you. Proceed to the jump pad and use it to make a big leap down to the Crew Quarters exterior entrance **(43)**. Enter to meet the mighty Poop Deck! The meeting is short.

Drop down the shaft lined with red support beams into the lower Crew Quarters. More Scavs wait for you there. Gun them down and hop across the torn gap in the hull. Move through the quarters until you find the Security sign with an arrow pointing down another red-beam shaft. Hop down to find the force field controls **(44)**. Deactivate the force field.



Return to the command center

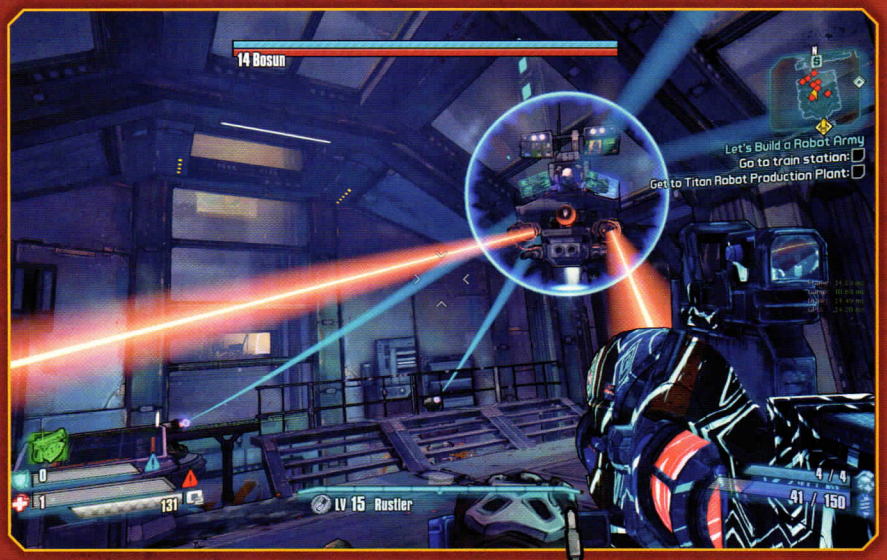
Exit via the nearby doorway to return to the Core Systems hall. Drop down to the main floor and proceed through the now-open Command Center door **(33)**. Fight across the Suspension Bridge and use a pair of jump pads to get up to a chamber with ammo/health dispensers. Then take the elevator **(45)** down to the Command Center proper **(46)**. Step out of the elevator to trigger the appearance of The Bosun.



BOSS FIGHT: Kill the Bosun!

The Bosun's Vitals

BOSS LEVEL	HEALTH MULTIPLIER	SHIELD LEVEL	DAMAGE MULTIPLIER	XP VALUE	CRITICAL HIT AREAS	WEAKNESS	RESISTANCE
14	12	8	1	7920	Head	—	—

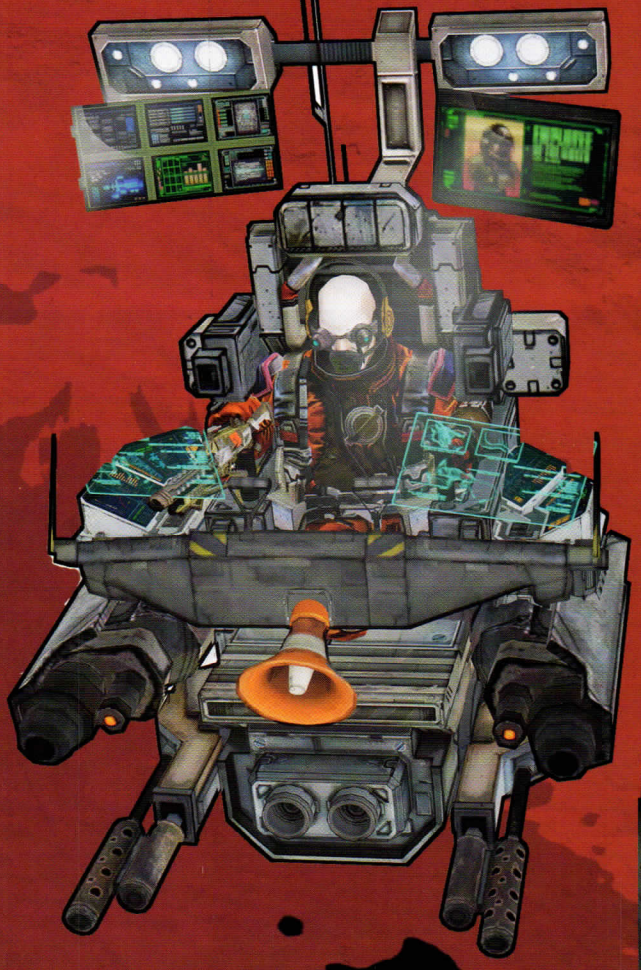


The key to winning this battle is to understand The Bosun's tech. Four shield generators arrayed around his command platform generate a blue-tinted bubble-shield that protects the boss's hover-suit. Find them around the room—each one looks "tethered" to The Bosun's bubble by its blue generator beam. You want to destroy all four of these generators as quickly as possible, before The Bosun's minions start swarming the arena. Aggressive Lunatics can make it very difficult for you to focus any sustained fire on The Bosun's shield generators.

It's also a good idea to completely ignore The Bosun in the early going and focus your full attention on the generators. Any hits you land on the boss merely reduce his powerful shield a few ticks...and then, in just seconds, the shield generators replace any lost shield capability for him. So keep moving around the room quickly to avoid his hover-suit's nasty attacks, which include basic Gatling-type guns, powerful, burning laser bursts, and salvoes of shock torpedoes. When you get behind something that cuts off his firing angle at you, stop just long enough to shoot and destroy one of his shield generators.

Once all four generators are down, start hitting The Bosun with Electrocute damage to deplete his shield, and then switch to your favorite Corrosive weapon to burn through his mech-suit armor. His annoying minions can be dispatched with a good flesh-burning weapon. Make them chase you around the room's perimeter to cut off their firing angles, then turn and nail them just as they round the corner. If you're ready, you can always get the drop on them.



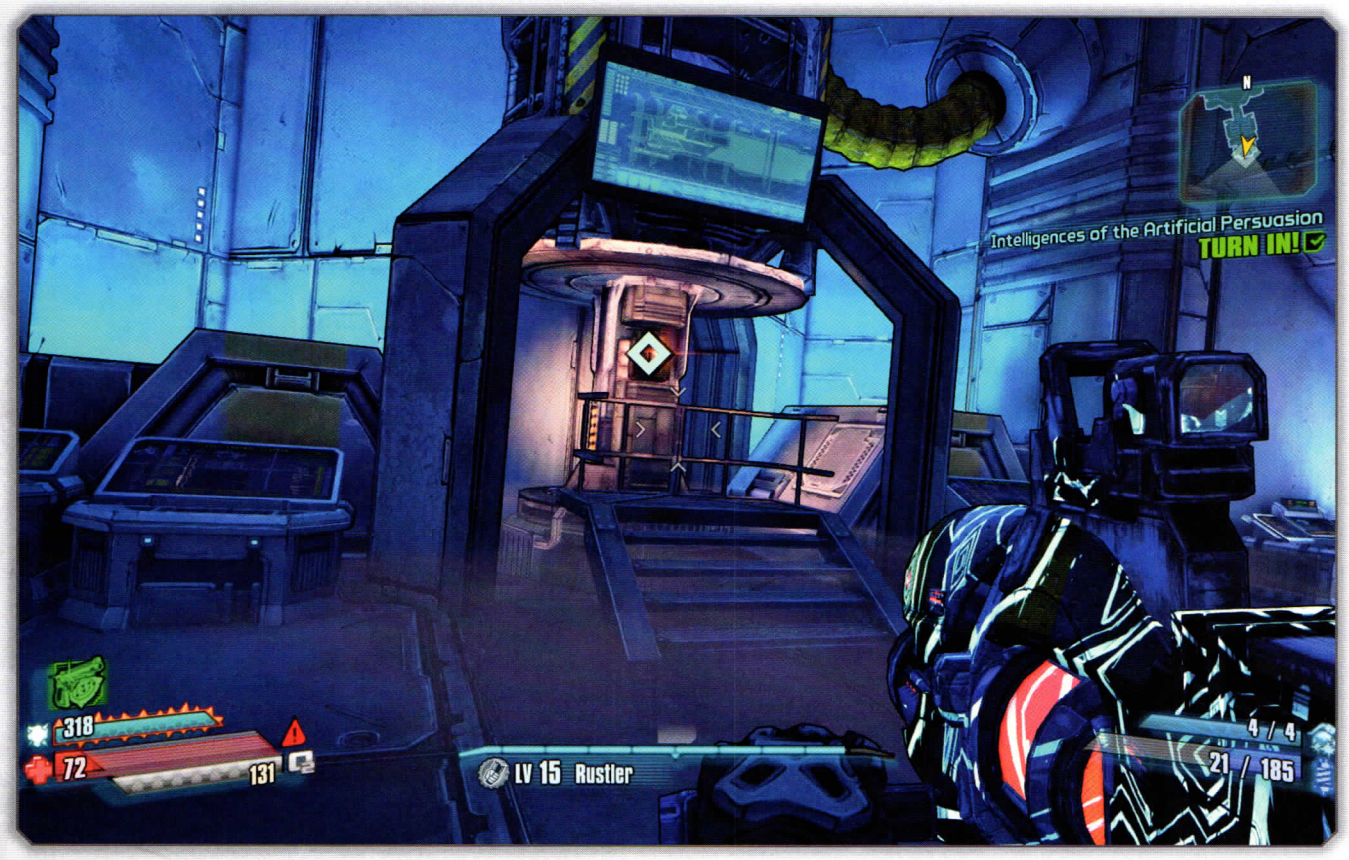


Enter the AI Hub

When The Bosun finally falls, use the keypad on the control panel to open the door to the AI Hub. Enter the anteroom filled with high tech consoles and empty boxes of Moxxi's Pizza.

Meet up with The Skipper

Exit the side door and enter the cooled AI Hub **(47)**. After you meet The Skipper, approach the glowing console and open the AI Core. Then go into the back room and turn in to The Skipper at the glowing core for your mission rewards. These include a very handy Storage Deck Upgrade, which lets you equip an additional weapon.



New Optional Missions Available!

Completing "Intelligences of the Artificial Persuasion" unlocks five optional missions. The first one you should pick up is right there in the *Drakensburg*, "The Secret Chamber."

Two others are immediately available in Concordia. Pick up "Wiping the Slate" from the Concordia Bounty Board, and "Nothing Is Never an Option" from Janey Springs in her Emporium office.

When you turn in to Davis Pickle in Outlands Canyon for "The Secret Chamber" he immediately offers you "Treasures of ECHO Madre." Completing that mission unlocks three more: "Another Pickle" from Pickle himself, "Home Delivery" from the Concordia Bounty Board, and "Rough Love" from Nurse Nina in her Jab n' Go clinic.

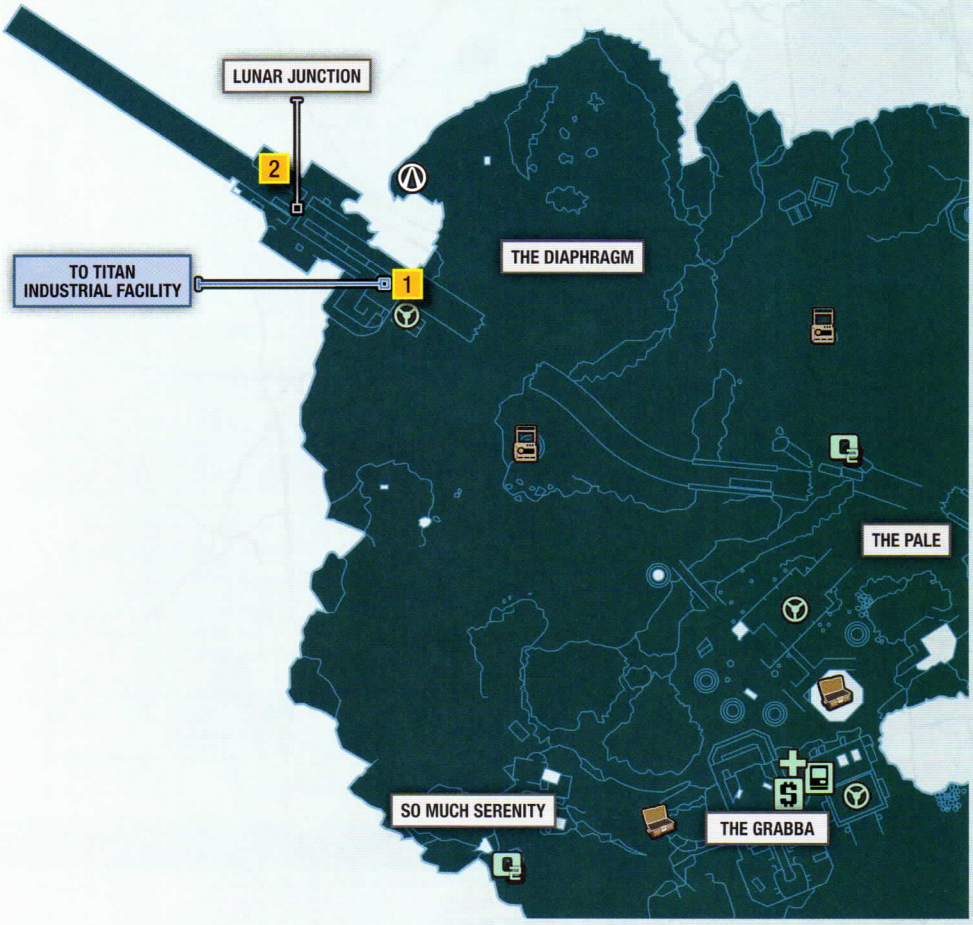
- THE SECRET CHAMBER
- NO SUCH THING AS A FREE LAUNCH
- NOTHING IS NEVER AN OPTION
- WIPING THE SLATE
- TREASURES OF ECHO MADRE
- ANOTHER PICKLE (AFTER "TREASURES OF ECHO MADRE")
- HOME DELIVERY (AFTER "TREASURES OF ECHO MADRE")
- ROUGH LOVE (AFTER "TREASURES OF ECHO MADRE")

LET'S BUILD A ROBOT ARMY

Region	Triton Flats / Titan Industrial Facility / Titan Robot Production Plant
Mission Giver	Jack
Available	After completing "Intelligences of the Artificial Persuasion"
Level	14

Commandeer an old Dahl factory and get Jack his robot army.

MISSION MAP: TRITON FLATS



MISSION BRIEFING

Jack's got the AI core, now he needs the invincible robot army to go with it. For that, you'll need to re-appropriate the Titan Industrial Facility. No one is using it anymore anyway.

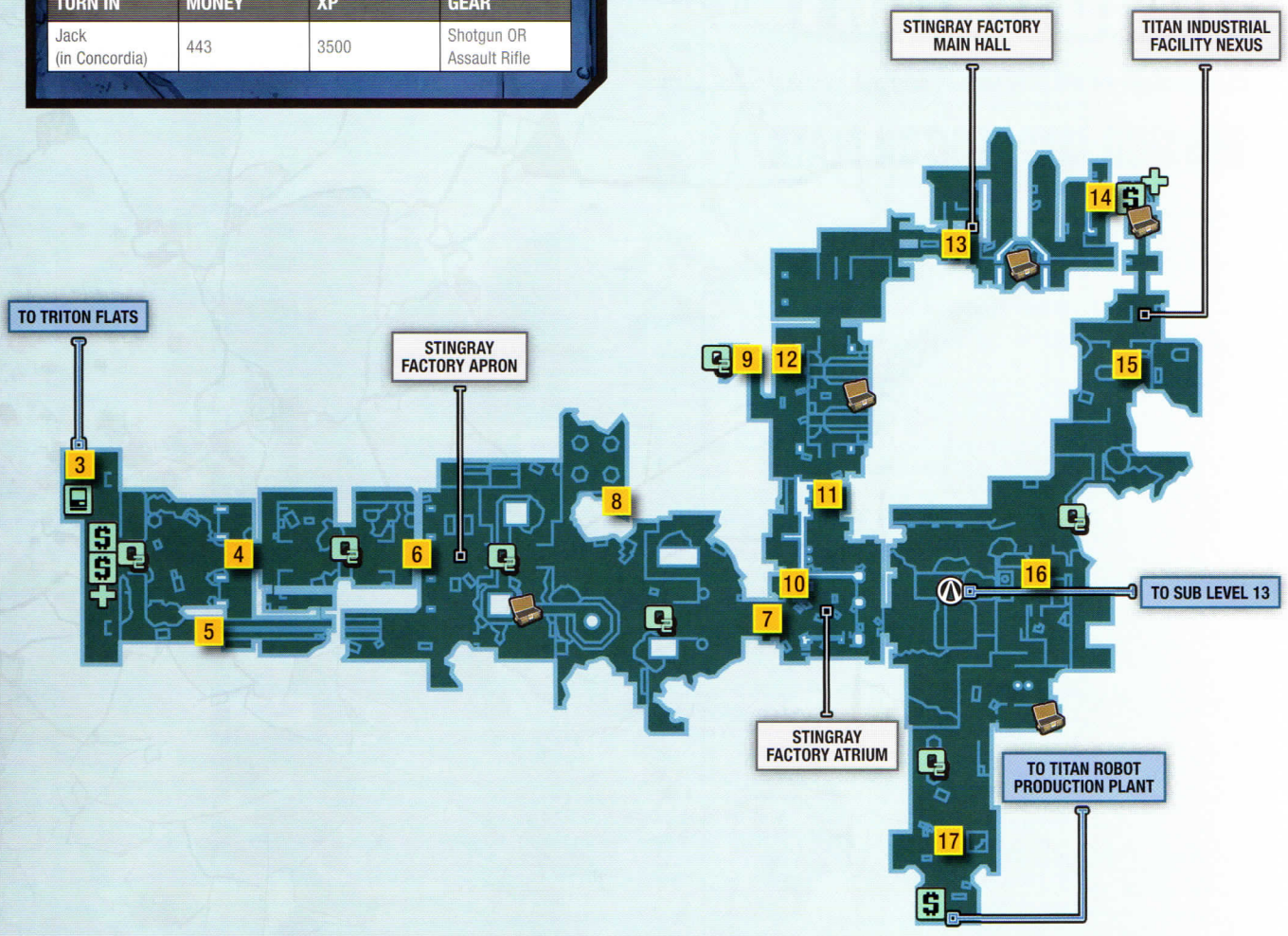
Objectives

- GO TO TRAIN STATION
- CALL TRAIN
- WAIT FOR TRAIN
- GET TO TITAN ROBOT PRODUCTION PLANT
- INSTALL FELICITY AND SURVIVE
- DISABLE TRAPS
- CLEAR OUT SCAVS
- MEET GLADSTONE
- DESTROY POWERSUITS
- CLEAR OUT SCAVS
- TURN ON POWER
- DESTROY WINDOW WITH CRYO DAMAGE
- SUMMON SECURITY BOTS AND COLLECT 4 EYE COMPONENTS
- GO TO OCULUS LAB
- OPEN TORSO CAGE AND INSTALL OCULUS
- MOUNT TORSO ON CRANE
- GO TO TURRET SHOOTING RANGE
- LET TURRETS KILL 12 SCAVS
- ATTACH TURRETS
- INSTALL AND ESCORT FELICITY
- ATTACH LEGS
- FOLLOW PROTOTYPE ROBOT
- TURN ON RAIL SYSTEM
- HEAD TO DIAGNOSTICS CHAMBER AND INSTALL FELICITY
- DISABLE FELICITY RAMPANT
- RETURN TO MOXXI'S

MISSION MAP: TITAN INDUSTRIAL FACILITY

Rewards

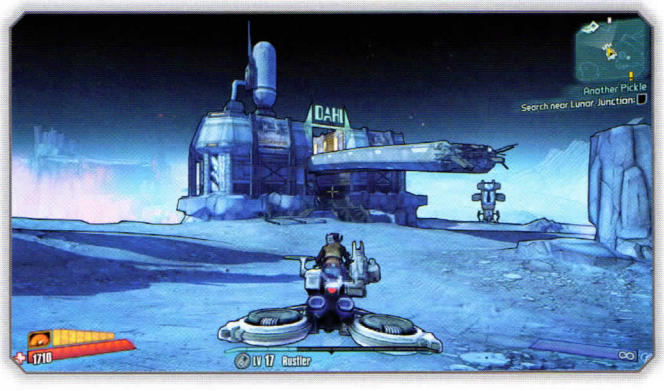
TURN IN	MONEY	XP	GEAR
Jack (in Concordia)	443	3500	Shotgun OR Assault Rifle



MISSION WALKTHROUGH

Go to the train station

After completing "Intelligences of the Artificial Persuasion," fight your way off the *Drakensburg* and head to the Pity's Fall Fast Travel station. Use it to travel to Triton Flats and then grab a Stingray and zoom up to Lunar Junction **(1)**, an old train station at the northwest edge of the region.



Call a train

As you approach, the Skipper says there's a console where she can reactivate the station. (She also announces that she's changed her name to... Felicity.) Climb the stairs to the air-filled room and take the elevator up to the tracks level. Step outside onto the train platform, follow the tracks left to the glowing console **(2)** and use it. Felicity calls a train for you.

Wait for the train

The train takes a while to arrive, so you have the pleasure of killing Rathyds of all varieties in the meantime, if you want. Cross over to the other side of the tracks and take cover in the air-filled room with the elevator. When the train pulls into the station, the boarding gate in that room actually becomes an area exit that takes you automatically to the Titan Industrial Facility. (Sorry, no train ride.)



Get to the Titan Robot Production Plant



The Titan Industrial Facility is on the way to the Robot Production Plant where you seek the robot bodies that Jack wants for his army. The facility station **(3)** is a bit shabby and overrun with Torks. Jack is not impressed, but Felicity assures him that reaching the "power-suit section" will be worth it.

Let's take her word for it and blast through Torks to reach the entry gate **(4)**. Unfortunately, the door is jammed. Felicity suggests you plug her into a control console and let her figure it out. There's one just down the corridor **(5)** so go install her. She opens the door right in front of the console. Fight off another Tork swarm and enter the plant.

Install Felicity

This objective is technically optional, appearing as blue in your onscreen objectives list. Crouch to duck under the half-open door and install Felicity in the glowing console directly ahead. She scans the facility systems and gives you the layout: the next door **(6)** leads into the outer yard of the Stingray Factory, but be ready. When you pull it open, a big Tork Dredger with a Swarmling brood will be happy you did!

When you step into the yard, wait a moment before advancing. Up ahead, Torks and Scavs battle it out. Let them thin out each other's ranks for a few seconds to make your job easier. Watch out for a Dahl SAM Turret as you fight across the factory floor to the next doorway **(7)**. The big gate leads inside the Stingray Factory...but it's locked.



Install Felicity and...survive

Plug Felicity into the next console, just to the left of the factory door. Her intrusion triggers a security alarm with two more turrets popping up and Torks swarming to investigate (including a huge acid-spewing Basilisk). Felicity manages to program the turrets to shoot Torks instead of you, so they help you survive until she discovers a new solution: a nearby jump pad **(8)**. It's up on a raised platform so hop up the crates to reach it. The pad propels you to a second jump pad, which in turn shoots you over to a factory balcony.



Disable the traps

Drop down to find an opening filled with cables and ductwork **(9)** that leads inside the factory; a crude electrical field blocks entry. Follow the marked cable up to the balcony then to a power box just below a floor grate. Deactivate it, and then go back through the opening into the maintenance tunnel. More sparking traps are set at several openings down the tunnel, with a red wire channeling the juice to all. Follow the red wire up a ladder then around a corner to the master fuse box **(10)**.



Deactivate it to shut down the fields. This clears the way for you...and for hungry Tork swarms too. Wait and watch the Tork vs. Scav battle through the window by the fuse box. Again, let them eat away at each other for a while. Then smash through the battle's survivors to the next doorway **(11)**. Turn the valve to open the door, revealing the Stingray factory floor.

Pick off unsuspecting fools examining an assembly line. Many Scavs hang out here, so be ready for waves of attackers. Push forward and clear out the factory, moving across the robotic assembly lines. When you reach the far side, the big exit door suddenly slides shut. Now what? Hop up onto the ramp **(12)** hanging down near the ceiling (see our screenshot) and go through the passage that leads outside. Move to the next room.



Clear out the Scavs

As you enter a glassed-in booth, a fellow named Gladstone contacts you. He says he's being held hostage in the main control room just ahead. If you peer ahead through your window you can spot him across the bay in a room marked as the Command Center **(14)**. Many Scavs patrol the big, open hangar bay and the catwalks around it. Use the narrow doorway to your advantage, keeping your back covered and forcing them to funnel toward you on the other side.



Meet Gladstone

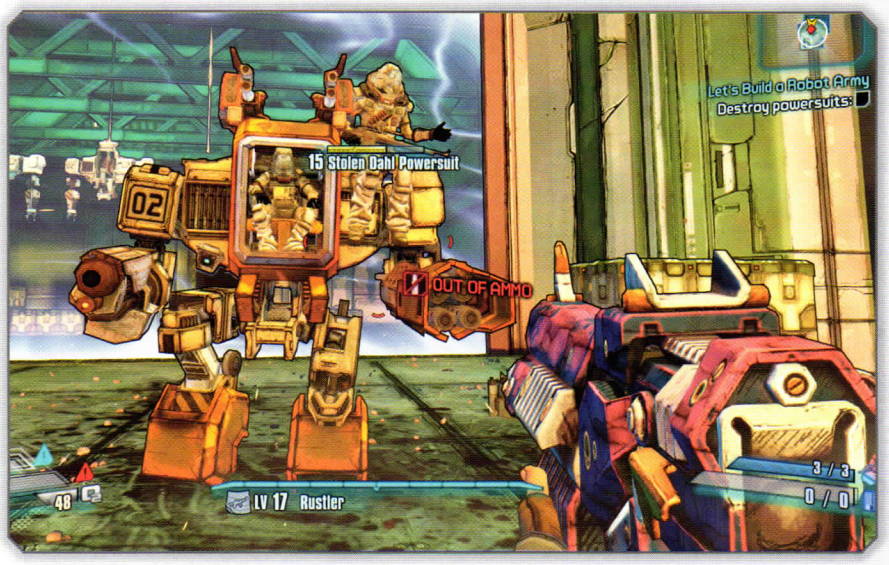
When you've cleared the hangar bay, Gladstone invites you over. Before you join him, head upstairs from the open bay to explore the now-empty Security office. A nice chest there holds some high-level loot. Then head over to the Command Center and talk to Gladstone. You learn about his master bot prototype, capable of digistructing countless other types of bots...including combat loaders. Naturally, this guy has Jack's full attention. But Felicity is not so sure about melding her AI with a "constructor bot."

Gladstone unlocks the next door so you can continue your grim, relentless march toward the Titan Robot Production Plant. Follow the corridor through the Nexus door out into another open, Tork-infested courtyard **(15)**. Fight across it and the bigger one beyond **(16)**—more Torks and Scavs, all fighting each other as you sneak up behind them. Another Tork Queen holds court here, skirmishing with the angry Scavs. Hang back and watch, or jump in and play. You can even step onto the strong oxygen geyser at the base of the big staircase and leap completely over the fray, if you want. It's up to you.



Destroy the powersuits

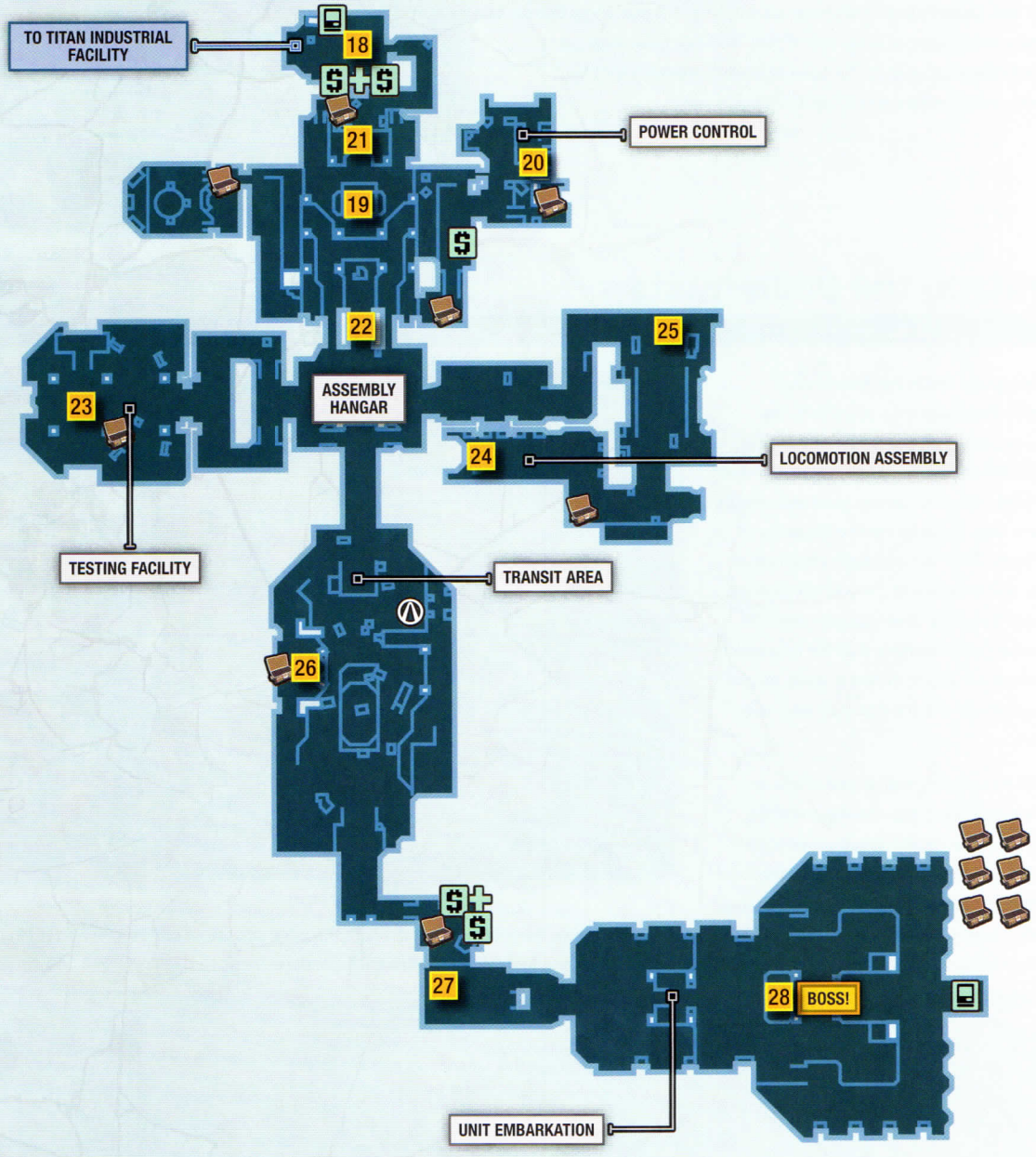
When you finally reach the Titan Robot Production Plant entrance plaza **(17)**, the welcoming party includes a pair of Scavs in Stolen Dahl Powersuits. These heavily armored mechs have powerful Gatling guns and missile-launchers...but are even more dangerous at melee range. Their sudden dash attacks hurt real bad, and they like to pin you into corners so you can't escape, then pummel you with rapid melee punches. Note that the Powersuit lowers its shoulder just before a dash, so use that cue to make a quick-boosted leap over and away.



On top of it (literally), regular Scavs ride on the powersuit's shoulder, tossing grenades at you. Your advantages versus powersuits: they're big targets, hard to miss, and they don't jump. They're also unshielded so you can use a corrosive weapon right away to melt the armor. Most importantly: Target the cockpit where the rider sits to get critical hits and drain its health faster. When you knock out both powersuits, proceed through the area exit into the Titan Robot Production Plant.



MISSION MAP: TITAN ROBOT PRODUCTION PLANT



Clear out Scavs

Restock and upgrade weapons at the vending machines in the entry area **(18)**. If you've accumulated enough Moonstones you can use the Fast Travel station back to Concordia and hit the Black Market for storage deck upgrades. When you're ready, push forward through the Security door and follow the corridor to the area waypoint. You end up on a high balcony overlooking the Core Systems area **(19)**, a big open room.

Start slaughtering Scavs. Stay up on your overlook at first, picking off as many as possible from range. Lunatics jetpack up to get in close, so have a good short-range weapon equipped in a slot. When you've done all the damage you can from up high, hop down and mop up. Gladstone sends you to the breaker room to restore power to the plant.

Turn on the power. Destroy the window with Cryo damage

The Power Control door is locked but the Scavs raise the window's blast shield to mock you. Shoot one of the Cryo barrels on either side of the window. That freezes the window, then shoot to shatter it. Once you clear the room, go downstairs into the water and pull the breaker switch **(20)**.

Summon security bots and collect four eye components

Head back out to the main area to jump and climb a ladder up to the Security office. The ladder hangs down from the shattered window; you must jump to reach it. Activate the glowing console **(21)** to summon four security robots.

They start fighting with Scavs down below, so wait a few seconds to let them take some damage. Then start shooting the weakened bots to pieces. After the mech-slaughter, clear out any remaining Scavs then hop down to the floor and pick up all four eye components from the destroyed robots.





Go to the Oculus lab

Enter the doorway under the Oculus Systems sign and find Gladstone's eye converter **(22)**. Place all four of the eye components in the device. When the conversion is finished, pick up the Oculus.



My dirtiest fighting trick? The classic nut shot. No shame. It's not like I'm competing for an Olympic medal; I'm trying to win. Oh wait, was this for *Borderlands* only? Hahaha, never mind all the things I said.

—**Tu Nguyen,**
Senior Animator,
Gearbox Software

Open the torso cage and install the Oculus

Return to the main room **(19)** and press the glowing button on the floor to raise the Constructor bot's torso. Place the Oculus in the flashing slot.

Mount the torso on the crane

Climb or hop up to the first-level balcony behind you and activate the glowing console. A crane picks up the Constructor and hauls it into the next area. Felicity is still uneasy about inhabiting the bot.

Go to the turret shooting range

Step onto the Assembly Hangar lift **(22)** and press the control to ride it up a level. From the elevator, veer right into the Testing Facility. Follow the objective marker into the turret shooting range **(23)**.

Let the turrets kill 12 Scavs

Gladstone opens doors that release Scavs into the range in order to calibrate the turrets. Start running around, shooting to wound Scavs but letting the turrets finish them off. Use a low damage, high fire-rate weapon to nick them up quickly but minimize kill shots. When the twelfth Scav falls, go ahead and mop up any remaining attackers. Then exit the turret range out into the central Assembly Hangar.

Attach the turrets

Use the glowing console to attach the newly calibrated turrets to your Constructor's torso. Done! Gladstone now opens up the Locomotion Assembly door (opposite the Testing Facility) for you.



Install and escort Felicity

Head into Locomotion Assembly and climb the ramps to a Scav-filled open room. This is a really brutal fight, made worse soon by the arrival of another Stolen Dahl Powersuit. Don't be afraid to retreat regularly back into the Assembly Hangar for shield recovery. When you finally clear out this very angry space, continue on to the Prototype Powersuit and install Felicity into it using the glowing console **(24)**.

Follow Felicity and help her destroy a trio of Scavs in regular Powersuits **(25)** plus assorted other scum on foot. Let her draw the attention as you work the periphery; pick off Scavs and get in some corrosive hits on the powersuits. Keep following as she stomps her way out of Locomotion Assembly. When every last Scav is terminated, Felicity stands beneath the Constructor bot torso and self-detonates the Prototype torso, leaving its legs.





Attach the legs

Activate the glowing console to drop the Constructor torso onto the legs. You got yourself a mobile robot now. But Gladstone says it needs a bit more testing.

Follow the prototype robot

As the crane carries the Constructor down the rail corridor, hop down and follow it through into the Transit Area. More Scavs prowl the room; clear them again. Gladstone sends you to the control room.

Turn on the rail system

When you open the Command Center door, a Badass Outlaw waits on the other side, so be ready to bust his shield *and* armor. Then activate the glowing console **(26)**. This sends the prototype down the rails to the diagnostics chamber. Exit back onto the floor to fight off more furious waves of Scavs.

Head to the diagnostics chamber and install Felicity

Exit via the doorway labeled Unit Embarkation and follow the corridor **(27)**. Felicity is resisting the memory wipe necessary to install her into the new Constructor, but Jack explains that Elpis will melt down before they can make a copy of her. When you hop over the railing (with no apparent way back up) and enter the big Unit Embarkation chamber **(28)**, you might get the feeling that you just dropped into a boss combat arena-ish sort of situation. That feeling would be correct. Find the terminal on the pillar behind the prototype and install Felicity.

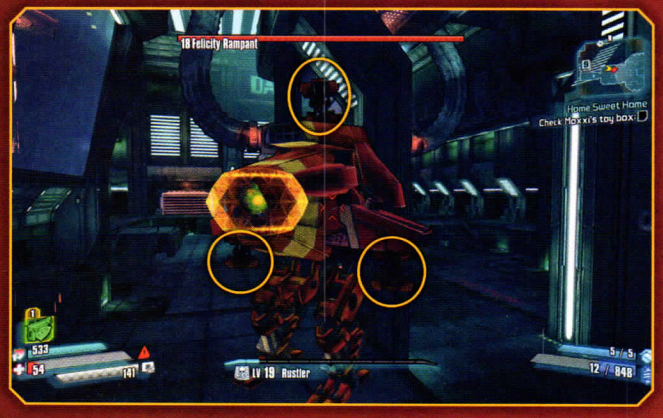
BOSS FIGHT: Disable Felicity Rampant!

Felicity's Vitals

BOSS LEVEL	HEALTH MULTIPLIER	SHIELD LEVEL	DAMAGE MULTIPLIER	XP VALUE	CRITICAL HIT AREAS	WEAKNESS	RESISTANCE
16	75	1	2	79	Oculus (eye)	—	Cryo (cannot be frozen)

PHASE ONE

Felicity Rampant has a number of devastating attributes. She fires a three-beam laser array that deploys from behind her Oculus, the "eye" in front. She also has three separate turrets (circled in our screenshot): two Blast Turrets hanging beneath each "shoulder" that fire shock torpedoes, and a Grenade Turret on her back slinging proximity mines that explode when you step into their red glowing radius.





These turrets are separate entities that can (and should) be separately destroyed; nail the two Blast Turrets first, as they're particularly painful and annoying. Finally, the Grenade Turret slides back to uncover missile tubes that fire a salvo of heat-seeking missiles. That's quite an arsenal for something called a "Constructor bot."

Felicity's melee capability is also frightening—headfirst ramming runs and a crushing melee stomp. The big robot is equipped with foot-jets that let Felicity hover occasionally, although she tends to stay planted on the ground in the first phase. As when fighting other powersuits, don't let her trap you in a corner.

But Felicity's most effective "weapons" are actually the Shield and Repair Drones that she starts digistructing after you inflict some damage. These deploy from her back and float above Felicity, connected to her via their generator beams. The Repair Drone replenishes her health bar, and the Shield Drone generates an impenetrable orange bubble-shield around her. When either one of these drones deploys make it your highest priority target. Until you destroy it, Felicity is essentially invincible.

In the first phase of the battle, Felicity digistructs a single type of Security Bot minion that can be a nuisance but, in truth, is often a boon. Each bot is fairly easy to destroy with a few quick shots, so they make good targets when you need a Second Wind. They fire guns from range but prefer to lower their shoulders and ram, often blocking your firing angle at their boss, so be ready to jump as they make their dash. Nail them easily while you're in the air.

Whenever Felicity is unprotected by her Shield or Repair Drones, focus furious fire at her Oculus, the big "eye" in front, to get critical hits. This is her one weak point, so be willing to take some damage in order to nail the Oculus when it gets exposed.



NO-FELICITY ZONE

If the situation gets overwhelming and you need a recovery break, retreat back through the blue energy field under the Unit Embarkation sign to the entry hall where you first jumped down. Felicity won't follow you there, and the field actually blocks her lasers. A few of her weak minions might wander down, but they're easily dispatched.



PHASE TWO

When Felicity's health bar drops to 50 percent, Gladstone tries to override her AI but she reconstructs herself into a flying bot. She also starts digistructing Proto Gun Loaders, which are tougher minions than the Security Bots. (In fact, if you gun one down, it may still come crawling after you, Terminator style.) Felicity continues to spawn her Repair and Shield Drones, so watch carefully for them and shatter them immediately if they appear. Keep pumping her full of corrosive damage until she's finally disabled.

Return to Moxxi's

When Felicity is fully disabled, Gladstone is finally able to control the construction protocol. Jack directs him to start experimenting with robot soldiers. Explore the area to pick up the tons of loot on the ground, and don't miss the back room with multiple treasure chests (including a Moonstone chest filled with very rare items).

When you're ready to go, follow the objective marker to find the Titan Robot Embarkation Fast Travel station in the back of the room. (This is a one-way only station—no return here.) Once it deploys, teleport to Concordia then go to Moxxi's Up Over Bar. Find Jack at the bar inside and turn in for your well-deserved mission rewards.

New Optional Missions Available!

Completing "Let's Build a Robot Army" unlocks just two new optional missions, but each one spawns a follow-up mission.

Go to northern Triton Flats and find Captain Chef by his space capsule to pick up an amusing mission, "The Voyage of Captain Chef." Completing it technically unlocks "The Return of Captain Chef," but it's picked up in Vorago Solitude, a place you won't visit for a while.

Fast Travel to Outlands Canyon and visit Davis Pickle again to pick up "Sub-Level 13," which takes you back into the Titan Robot Production Plant. When you complete that mission, he offers you "Sub-Level 13: Part 2."

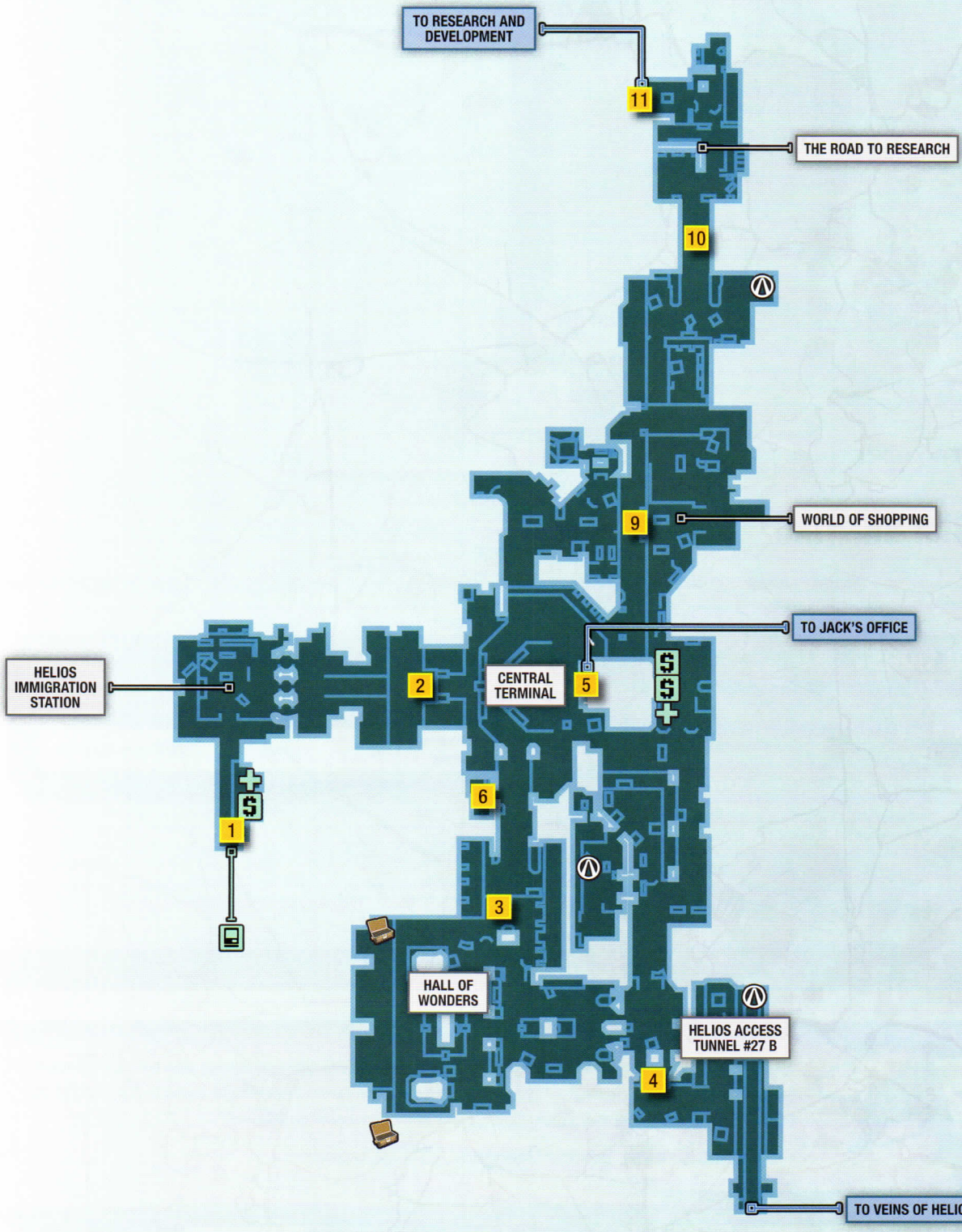
- THE VOYAGE OF CAPTAIN CHEF
- SUB-LEVEL 13
- THE RETURN OF CAPTAIN CHEF (AFTER THE VOYAGE OF CAPTAIN CHEF)
- SUB-LEVEL 13: PART 2 (AFTER SUB-LEVEL 13)

HOME SWEET HOME

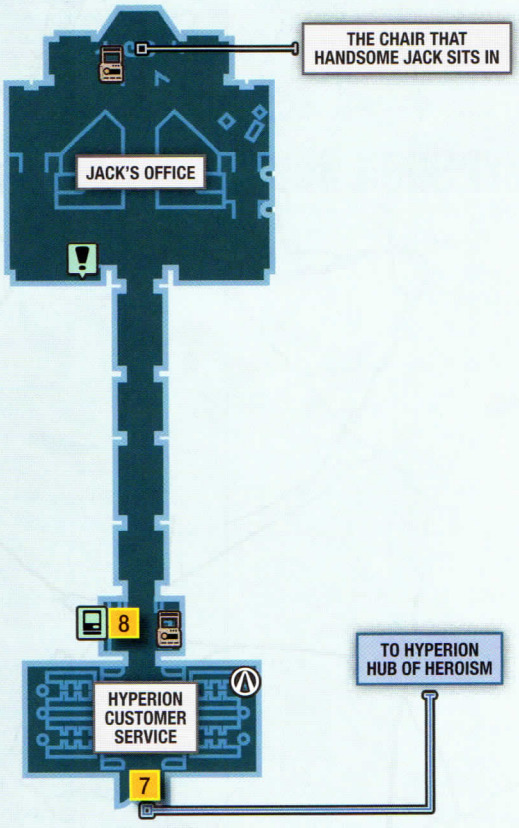
Get to the Eye of Helios.

Region	Concordia / Hyperion Hub of Heroism / Research and Development
Mission Giver	Jack
Available	After completing "Let's Build a Robot Army"
Level	17

MISSION MAP: HYPERION HUB OF HEROISM



MISSION MAP: JACK'S OFFICE



MISSION BRIEFING

Ah, Helios, home sweet home. With an army of robot super-soldiers soon at your back, it's time to start retaking the Hyperion space station so you can shut down the laser that's boring a core hole in Elpis below. Prepare to arrive in the Eye of Helios.

Objectives

- CHECK MOXXI'S TOY BOX
- RETURN TO JACK
- TRAVEL TO HELIOS
- ASSAULT EYE OF HELIOS
- ENTER JACK'S OFFICE
- GO TO ROBOT REPAIR SHOP
- FIND AND FOLLOW CL4P-TP UNIT
- ATTEMPT TO ACCESS JACK'S OFFICE
- TURN ON FAST TRAVEL
- GO TO RESEARCH AND DEVELOPMENT
- FIND GLADSTONE

Rewards

TURN IN	MONEY	XP	GEAR
Gladstone (in R&D)	556	5806	SDU Weapon Equip Slot

The man has cash, style and a taste for the exciting, how could you not want to hang with him? On the other hand, he's got a temper so maybe make it an early night. I don't want to be the guy trying to talk Jack out of punching someone 'cause he's drunk. I'd be just as likely to get shot myself.

—Andrew Orman, Senior Designer, 2K Australia

MISSION WALKTHROUGH

Check Moxxi's toy box and return to Jack

Time to make a move on Helios Station. Jack sends you into Moxxi's back room to pick up some nice loot from the glowing crate. Grab it and return to Jack who heads off with Roland and Lilith to Fast Travel to Helios. You can follow them or spend some time restocking at various vending machines and upgrading at the Black Market on the lower level.



Travel to Helios

Use the Concordia Fast Travel station to teleport to the Hyperion Hub of Heroism. Interesting name...

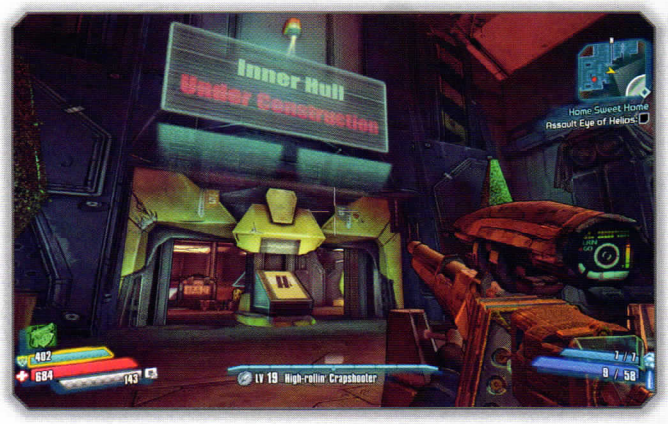
Assault the Eye of Helios

When you arrive **(1)**, you learn that Fast Travel separated the team, zapping everyone into Helios at different locations. Jack lays out the general plan: meet at the big laser; shut it down without damaging it; and save the world. Or the moon, anyway. Proceed along the corridor into the Helios Immigration Station then turn right and fight your way down the walkway through Lost Legion guards, including Marines and Scouts.

Go around the staircase to the balcony **(2)** overlooking the scenic Central Terminal. Nice view. Use it to snipe Marines below. This is an assault, not a sightseeing tour. When the courtyard seems clear, go back to the staircase and head down carefully. A couple more guards are posted here, and a Dahl Powersuit unit is on the front edge of the courtyard. Take them out and advance into the Central Terminal.

Turn right and move up the walkway **(3)** past the claptrap shop into the Hall of Wonders. More Marines, Medics, and Sergeants patrol the Hall, so find a good sniper post on the balcony and start sniping. Or just run downstairs and wade in. Whatever suits your style. Clear the hall and then veer left to the Inner Hall entrance. The door sign indicates the hall is under construction.





Enter the hall and turn right, proceeding into the closed-off area **(4)** leading to the Veins of Helios, the space station's tram system. When you reach the door, Zarpedon seals it off and her Lost Legion forces go on high alert. Jack sends you to his office.

Enter Jack's office

Turn around to head north (per map direction—there is no "north" on an orbiting space station) and fight your way up the avenue to Jack's office **(5)**. Push the button in front to get scanned. Oops, authorization denied. Jack sends you to a robot repair shop to get help.

Go to the robot repair shop. Find and follow a CL4P-TP unit

Go back to the claptrap shop **(6)** you passed earlier and press the button to open the door. Enter and press the glowing switch on the heavy equipment crate to release the CL4P-TP unit inside. Follow it back to Jack's office then to a nearby console. The robot accidentally summons security forces. Fight them off while it works furiously at the console, changing the station's artificial weather and summoning a tornado. When you clear the first wave of attackers, the CL4P-TP takes off for another nearby input console.



Attempt to access Jack's office

This time the unit claims to have success. Go back to Jack's office **(5)** and try the door button again. No luck...and once again, a security alert sounds. Fight off the second wave of Lost Legion troops. When you clear the wave, the CL4P-TP tells you to try the door scanner again. Again, failure—and again, another alert with a third wave of security personnel. When you eliminate all of them, the CL4P-TP finally gets the interface it wants. Hope it was good while it lasted...

Now enter the exterior doors and use the area exit to travel to Jack's Office. Impressive place. Turns out that it's Hyperion Customer Service.





Turn on Fast Travel

From your arrival **(7)**, climb the stairs and activate the Fast Travel station **(8)** on the left. Jack beams in and walks up the corridor. When he learns that Gladstone is pinned down in Research and Development, he sends you to extract him.

JACK'S BOUNTY

Follow Jack up into his massive, gleaming office to find the Helios Bounty Board near the front wall. It's empty now, but it fills up with four new optional missions once you complete "Home Sweet Home."

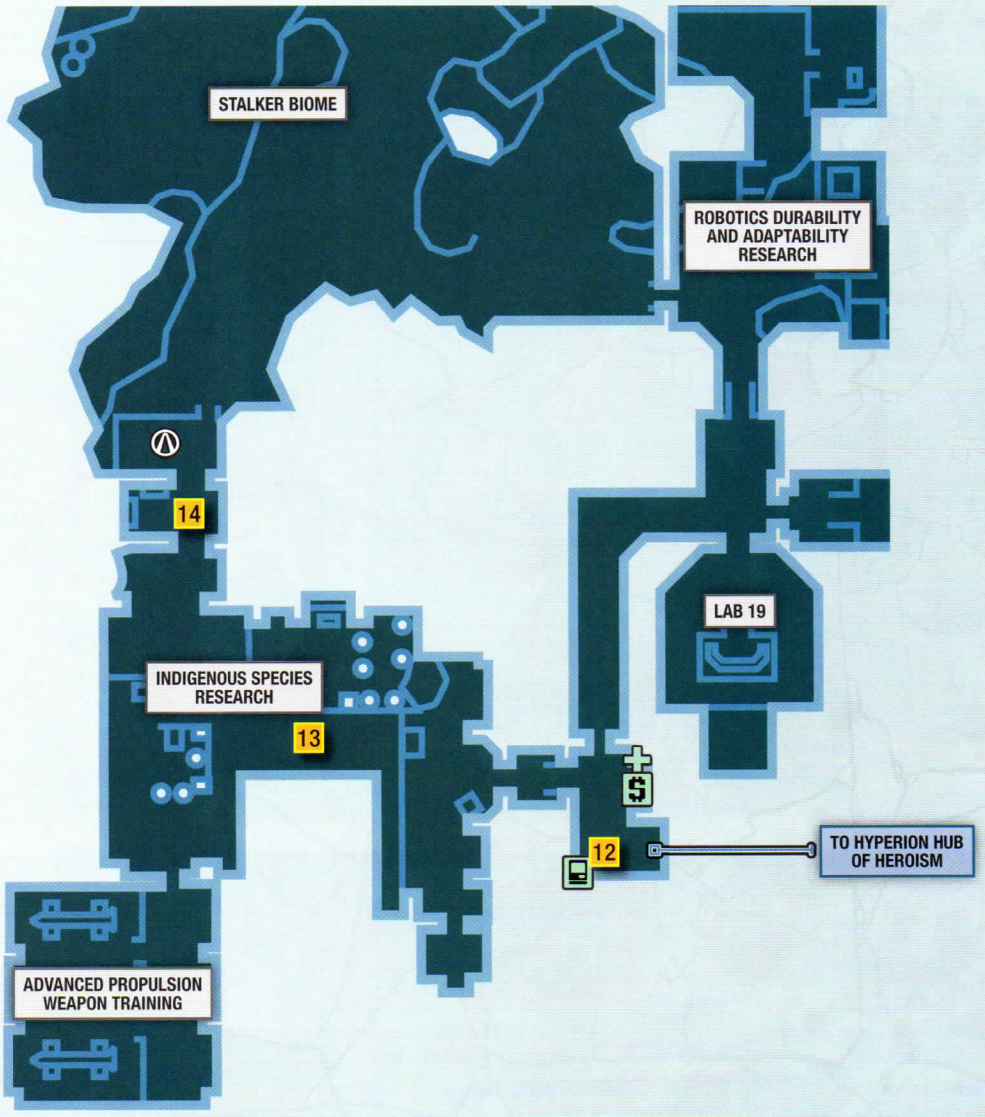


Go to Research and Development

Return to the area exit and travel back to the Hyperion Hub of Heroism. Then start fighting your way north through the World of Shopping district **(9)**. Lost Legion guards patrol calmly until you approach, so try to pick off one or two sitting ducks before you trigger the alarm in each new area.

On the Road to Research **(10)**, pick off the last few Lost Legion troops, proceed to the R&D main door, and push the door button to reveal the area exit **(11)**. Travel to Research and Development.

MISSION MAP: RESEARCH AND DEVELOPMENT



Find Gladstone

When you arrive **(12)**, Gladstone calls in to report that the research Torks have all broken out of their cages. Arm yourself for Tork hunting and push forward into the Indigenous Species Research area **(13)**, eviscerating Torks as you go. Find Gladstone in the Stalker Biome lab **(14)**. Turn in to Gladstone to complete the mission and pick up your rewards, including a valuable new Weapon Equip Slot. Trigger the next story mission, "Science and Violence."





New Optional Missions Available!

Completing "Home Sweet Home" immediately unlocks four new optional missions on the Bounty Board in Jack's Office on Helios Station. All four take place on the station. One of those spawns two *more* new missions, available in succession. But you may want to press on with the next Story Mission, "Science and Violence," before picking up any of the side quests.

"Boarding Party" and "Hot Head" are local tasks performed for Jack. In "An Urgent Message" you try to rescue Professor Nakayama from the station's detention facility. And "Voice Over" has you seeking to preserve the dignity of the Voice of Hyperion by terminating some Lost Legion pranksters.

Completing "An Urgent Message" unlocks "Paint Job." When you finish that mission, you can pick up "Kill Meg."

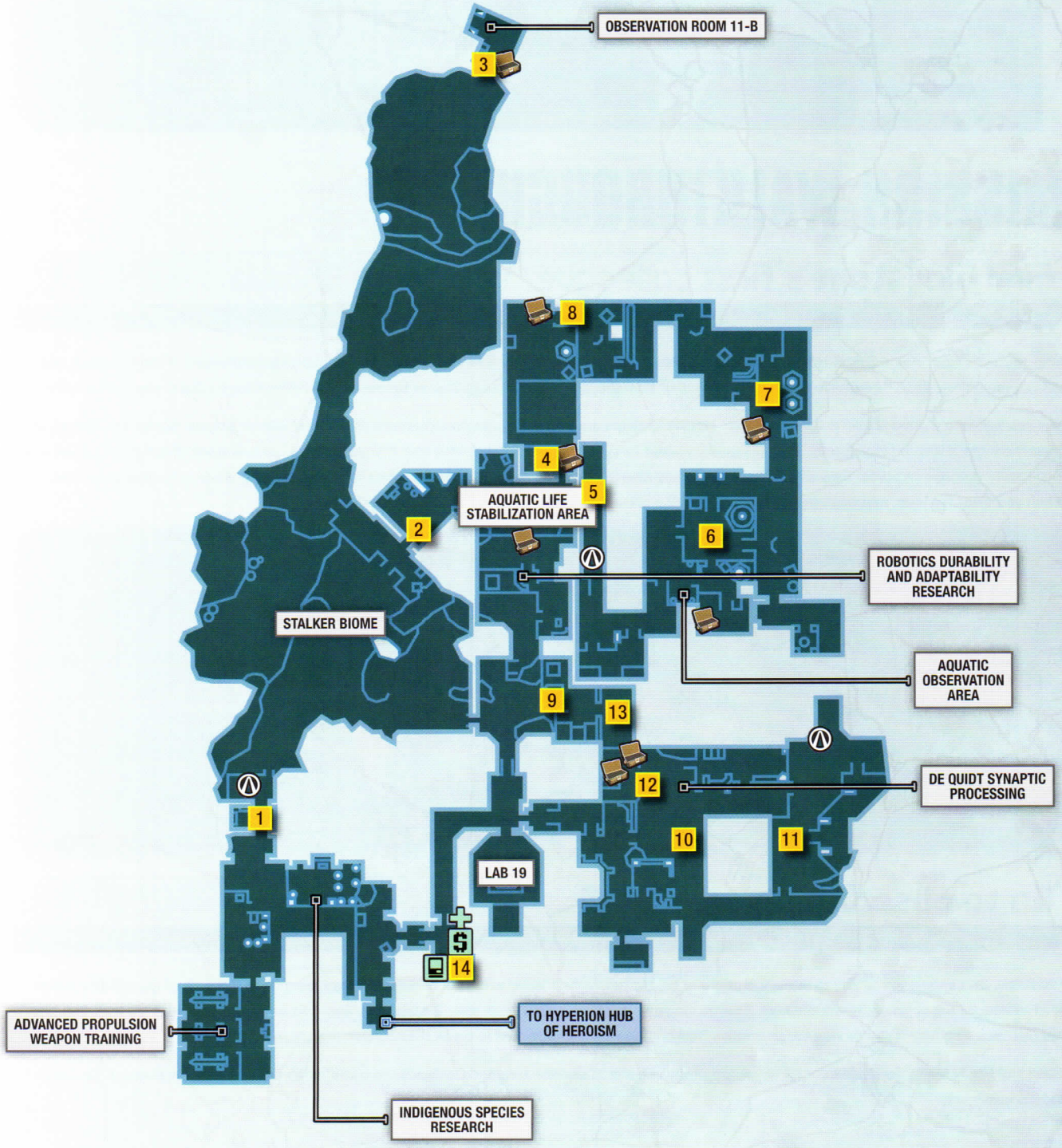
- BOARDING PARTY
- HOT HEAD
- AN URGENT MESSAGE
- VOICE OVER
- PAINT JOB (AFTER COMPLETING AN URGENT MESSAGE)
- KILL MEG (AFTER COMPLETING PAINT JOB)

SCIENCE AND VIOLENCE

Rescue the other scientists.

Region	Research and Development
Mission Giver	Gladstone
Available	After completing "Home Sweet Home"
Level	20

MISSION MAP: RESEARCH AND DEVELOPMENT



MISSION BRIEFING

You need the help of some scientists to shut down the defenses leading to the Eye of Helios. However, they've gotten themselves pinned down in various areas of Research and Development.

Rewards

TURN IN	MONEY	XP	GEAR
Jack	390	7719	Laser OR SMG

Objectives

- FIND GLADSTONE'S FIRST COLLEAGUE
- GO TO OBSERVATION AREA 11-B
- RETURN TO DR. LANGOIS
- RETURN FAMILY PHOTO
- FIND GLADSTONE'S SECOND COLLEAGUE
- DRAIN AQUARIUM AND OPEN DOOR
- GRAB TEDDY BEAR
- RETURN TO DOCTOR TORRES
- FIND LAST COLLEAGUE
- FIND KEYCARD
- UNLOCK DOOR
- RETURN TO DOCTOR GRAYSON
- RETURN TO JACK'S OFFICE
- TALK TO JACK
- GIVE JACK CLOAKING DEVICE
- LOCK DOOR

MISSION WALKTHROUGH

Find Gladstone's first colleague

After you complete "Home Sweet Home," Gladstone asks you to find three of his scientist colleagues trapped in separate labs of the Research and Development area. Then he heads off to Jack's office. Exit from the lab **(1)** into the big Stalker Biome, which doesn't sound like a very restful place.

Arm yourself with a good shield-draining weapon. Needle Stalkers are interesting but deadly creatures, imbued with an energy that shields them and gives them the ability to cloak briefly. They disappear except for a very vague purplish shimmer that you can sometimes track. But if you hit them with Electrocute damage and drain their shield bar to zero, they lose the cloaking ability too. Then switch to a flesh-burning weapon to drop them fast. When you clear the area, approach the scientist behind the glass doors **(2)**.



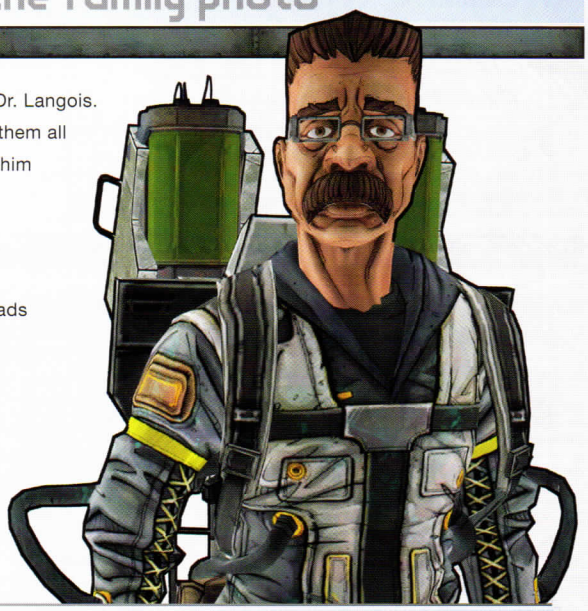


Go to observation area 11-B

Amazingly, Dr. Langois wants you to retrieve a photo of his kid before he'll leave with you. Seriously? Head around the left side of the building where you run into a pack of green Spring Stalkers. They're cloaking behavior is similar to other Stalkers but they add a vicious long-distance leap that hits you fast. You also face a pair of very tough Badass Stalkers. Use the same tactics to break their shields then burn their flesh.

When you finally reach the small door **(3)** at the top of the hill, use the button to enter. Go inside the observation lab and grab the photo of Dr. Langois and his lovely son.

Return to Dr. Langois and give him the family photo

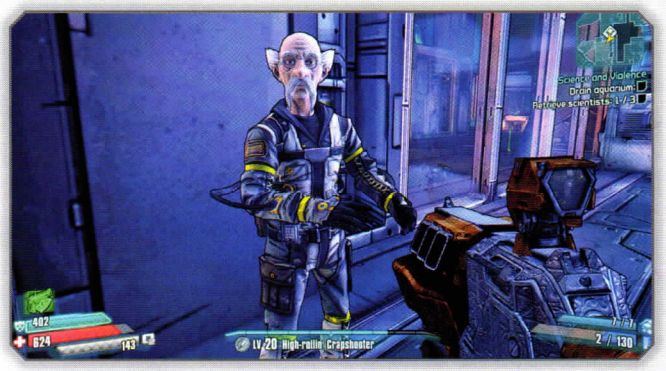


Now you have to fight your way back down the hill through *more* Spring Stalkers to Dr. Langois. And when you finally reach him, yet another pack of Needle Stalkers jumps you. Kill them all then try to smile when Dr. Langois finally opens the door for you. Thanks, man. Give him the photo.

In exchange, he opens a special crate of weapons for you. So it was *sort* of worth it. Walk over to Dr. Langois; he opens the door to the next lab for you, the Aquatic Life Stabilization Area. You see a massive Tork Queen waiting in there. As Dr. Langois heads off to Jack's office, think about all the nice things he's done for you.

Find Gladstone's second colleague

The Tork Queen looks preoccupied with something. Nail her from afar with a few shots to weaken her before she attacks and starts calling in her Torkish minions. Wipe them all out then enter the lab **(4)** on the left to meet Dr. Torres. This guy wants to drain the big aquarium beyond the room's glass so you can go in and grab his...teddy bear. That's right. Teddy bear.



Drain the aquarium and open the door

Unfortunately, draining the aquarium is quite a task; it's a long, dangerous trek to the drain controls. Open the door and exit. Then turn left through the next door **(5)** into the Aquatic Observation area. You can see Lost Legion fighters and Torks battling on terraces and walkways across the massive room. You can pick off a few of each with a sniper rifle. Then get ready for Torks up close as you fight south down the long walkway.

When you round the corner heading east, you switch to fighting Lost Legion Marines, Medics, and cloaking Scouts. Battle your way up the ramps **(6)** and around the aquarium tanks heading up to the northeast corner **(7)**. The last ramp **(8)** is heavily guarded, with a powerful Badass Lost Legion Marine among the troops posted there. Approach carefully, use cover, and watch out for jetpack Marines dropping down from above.

Now you can safely follow the final narrow corridor to the glowing console and use it to drain the aquarium. Then turn the valve next to it to open the access hatch.





Grab the teddy bear

See the teddy bear down there? Hop down and grab it. Doctor Torres is pleased as hell, but he'd also like you to kill that Tork Queen that just dropped in before he opens the exit door. You have no choice; there's no other way out. Kill the queen.

Return to Doctor Torres

Give the freak his teddy bear. He's certainly "less scared now" as he runs through a Tork-infested room to open your next exit door to Robotics. Kill Torks yet again then follow him to the door. Torres runs off to Jack's office. Two oddballs down, one to go.



Find the last colleague

Enter the Robotics Durability and Adaptability Research lab. Move carefully through the next doorway—some Ambush Stalkers hunker in the next room. Shoot the Shock Barrel next to one of the Stalkers to hurt it, and try to lure others to the nearby Incendiary Barrel too. Remember that a shield-buster weapon leaves them vulnerable and disables their cloaking.

After you clear the room, go find Doctor Grayson locked inside another glassed-in lab **(9)**. Go knock on the glass. Does he have some eccentric request too? Not quite—he dropped his keycard somewhere and needs it to open doors and stuff.

Find the keycard

Start working your way toward the area waypoint on your map. Climb the ramps into Synaptic Processing **(10)** and blast through various Stalker species near the waypoint **(11)** until you encounter a big badass-level Stalker called X-STLK-23. Doctor Grayson tells you the beast ate his keycard. Gun it down and pick up the Scientist's Keycard when it drops. After all, what is a scientist without a keycard?





Unlock the door

Head back to the glowing key console **(12)** and scan the keycard to open the security door.

Return to Doctor Grayson

Go through the now-opened door and drop down into Grayson's room **(13)**. First, the Doctor uncloaks an exit. Then he tosses you a Cloaking Device he made from Stalker glands! He asks you to give it to Jack. Pick up the device.

Return to Jack's office

Follow the objective marker back to the area exit **(14)** and take the Fast Travel station to Jack's Office. When you arrive, follow the long corridor to the office and approach the crew at the desk: Jack, Lilith, and Roland.

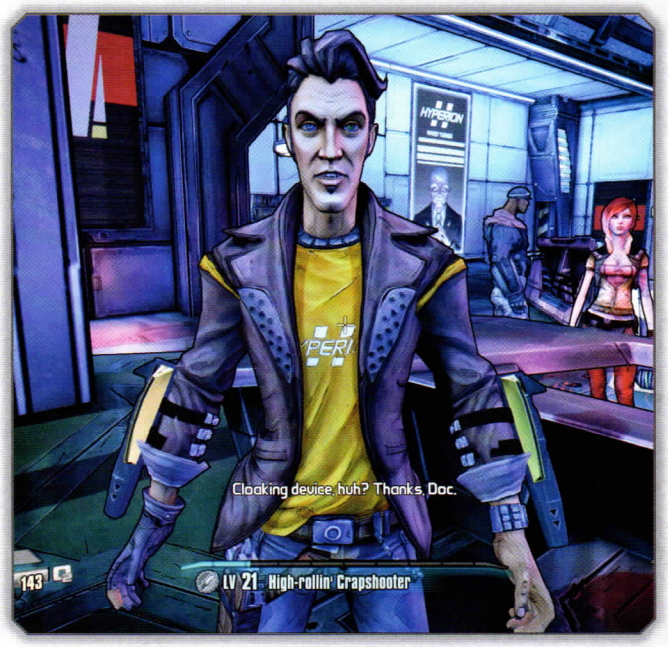


Talk to Jack and give him the cloaking device

The talking begins automatically. When Jack reaches for the cloaking device, give it to him. Then follow the others across the office.

Lock the door

Push the glowing button on the podium then watch Jack go to work on his crew of scientists. Is one of them a traitor? Doesn't matter, apparently. When the scene ends, approach Jack to turn in.



New Optional Missions Available!

Completing "Science and Violence" unlocks six new optional missions, one of which triggers a seventh mission. Four of these new missions are completed in the Research and Development area of the Helios Station.

After "Science and Violence" ends in Jack's Office, talk to him to pick up "Infinite Loop" which leads you to Fast Travel to Research and Development. While there, pick up "It Ain't Rocket Surgery" first; in the course of pursuing it you can pick up and complete "Fresh Air" too. Attempt "Lab 19" last because it ultimately takes you back to the Hyperion Hub of Heroism.

After you turn in to Jack for "Infinite Loop" you can exit his office and pick up "Cleanliness Uprising" over in the robot repair shop.

Finally, you can pick up "To the Moon" from the downstairs Bounty Board in the Lunar Launching Station (the station has two boards), but you won't get to that board until very late in the next Story Mission, "Watch Your Step." Completing "To the Moon" unlocks a quick follow-up mission at the Bounty Board, "Lock and Load."

- INFINITE LOOP
- IT AIN'T ROCKET SURGERY
- FRESH AIR
- LAB 19
- CLEANLINESS UPRISING
- TO THE MOON
- LOCK AND LOAD (AFTER COMPLETING "TO THE MOON")

Which Vault Hunter would I be? I'd probably pick Lilith. Having Siren powers would be incredible, not to mention she's just straight badass.

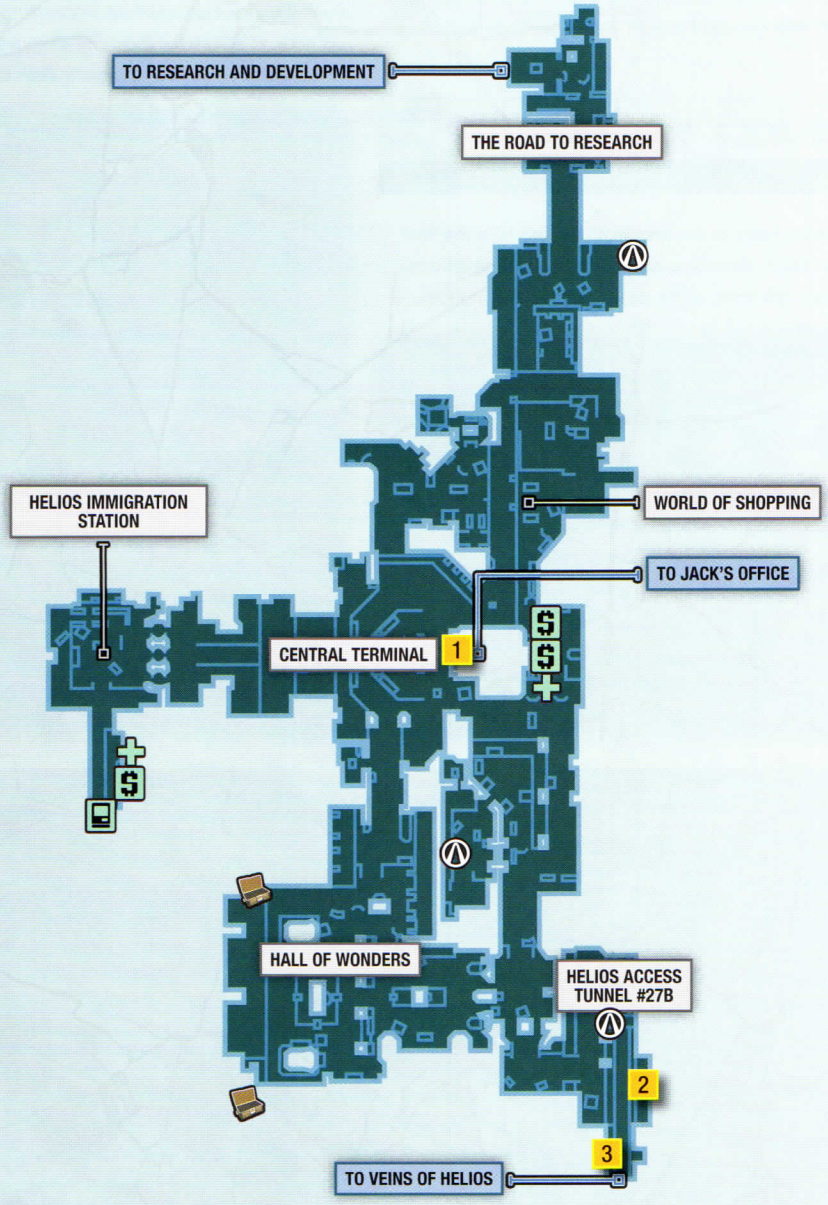
—**Michael Sewell, Junior Animator,** Gearbox Software

Region	Veins of Helios
Mission Giver	Jack
Available	After completing "Science and Violence"
Level	21

WATCH YOUR STEP

Navigate the Veins of Helios to reach the Eye of Helios.

MISSION MAP: HYPERION HUB OF HEROISM



MISSION BRIEFING

In order to reach the Lunar Launching Station, you have to use the tunnels system in the Hyperion Hub of Heroism to access the partially constructed Veins of Helios.

Rewards

TURN IN	MONEY	XP	GEAR
Jack	2187	6307	N/A

MISSION MAP: VEINS OF HELIOS



Objectives

- ACCESS TUNNELS TO VEINS OF HELIOS
- EXIT AIRLOCK
- ENTER CENTRAL MAINTENANCE
- BREACH LOST LEGION DEFENSES
- DESTROY REGULATORS ON PLASMA BOOSTER A
- DESTROY REGULATORS ON PLASMA BOOSTER B
- GET TO SAFE DISTANCE
- FIND FIX LOADER AND ACTIVATE GUN LOADER PROGRAM
- ENTER COMMAND STATION
- ACTIVATE REMOTE SHUTDOWN SEQUENCE

MISSION WALKTHROUGH

Access the tunnels to the Veins of Helios

Jack sends you to reconnoiter into the Eye via the Veins. Sounds kind of surgical and grisly, but hey, that's your job. Exit his office into the Hyperion Hub of Heroism **(1)** and work your way down to the tram tunnel **(2)** in the Inner Hall. Fight through the Lost Legion guards and cross the tracks to use the glowing console that opens the tunnel door. Enter the tunnel and use the area exit **(3)** to travel to the Veins of Helios.

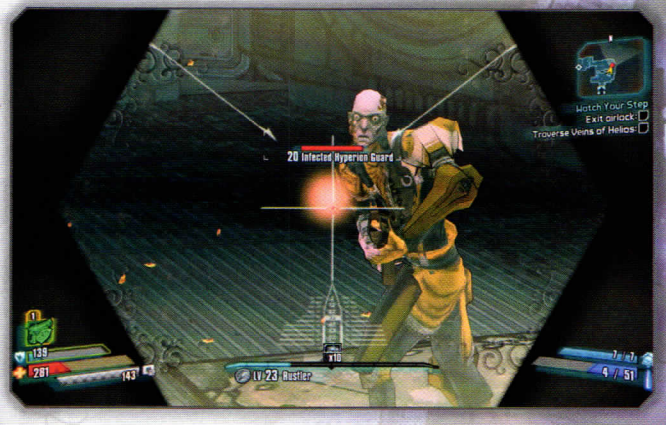


Exit the airlock

You arrive **(4)** in a sealed off area that Jack says was recently infected. He warns of cannibal practices. Fun! Your overall objective is to traverse these "veins" but your immediate goal is to reach the airlock at the end of his section. To do so you must fight through a horde of attackers. You're certainly used to this by now, but note that these guys are a bit different.

First, the Infected Hyperion Workers and Guards wear helmets that absorb a first headshot with a *clang!* and then fall off, with no damage inflicted. Plus the infection somehow makes their heads less vulnerable. So if you're used to getting one-shot kills with headshots, this changes to multi-shot kills.







Second, these infected fools are also frenetic movers, harder to target. As you press ahead you also meet another new enemy, the Boil Worker. Wow, these guys are truly disgusting, and tough too.

After you clear the first area, proceed up the stairs under the Processing Plant sign. You reach a high balcony **(5)** overlooking a row of generators. Below, Lost Legion troops are battling a few infected fighters. Use this perch to snipe anything that moves below. Hop across to the generators to stay off the ground if you can.

Once you clear the area of infection, restock at the vending machines. Then step into the airlock **(6)** and cycle it with the control panel. It cycles for only a few seconds, so step through quickly after using the control.



Enter Central Maintenance

You're in an air-free environment now, so pay attention to your oxygen level. Use a corrosive weapon to gun down the Dahl Jetfighter that attacks and drops guards onto the platform below **(7)**. Pick off the guards from above, walk out to the end of the long girder, and hop down into the air dome.





Clear the platform and move across the next connecting girder to another platform. Jump from there down into the air-filled room with a big circular shaft **(8)** dropping straight down from the center.

The drop looks scary and endless, but trust us and hop down the shaft. As you fall you can Oz-boost over to three successive side platforms in the shaft if you want, where you meet enemies but also find crates and chests of loot. Boil Guards and Workers loiter on the first platform; Lost Legion units are on the second one. Drop down the shaft again until you reach the bottom. (We *promise* there's a bottom.) A few infected folks wait for you. Disinfect them, violently.

Hop your way along the passage from room to room, looting the plentiful crates en route, until you step outside onto the big platform. Cycle on the Air Dome Generator to catch a breath then climb the stairs to the jump pad **(9)**. Use it to hop up to a very small platform with another jump pad **(10)**. Then use that pad to hop to the big center platform **(11)**.

Your landing here triggers a conversation between Jack and Moxxi, who come up with a plan to disable the Eye of Helios laser before Col. Zarpedon can trigger its self-destruct. Fight off the flight of jetpack Marines, then make a running jump across the gap and down onto the plaza outside the Central Maintenance building **(12)**. Climb the stairs and use the airlock to enter and trigger the next objective.

Breach the Lost Legion defenses



Here Jack warns you that many Dahl troops are posted in Central Maintenance, so lots of fighting lies ahead. Fortunately, that's your favorite thing. When you step out of the airlock, all hell breaks loose ahead as Lost Legion soldiers tangle with infected fighters. Wait a few seconds as they decimate each other, then step forward and mop up.

Advance up the corridor and climb the far stairs up to the exit door into the next room **(13)** to engage yet another squad of Lost Legion goons. Watch out for their Wormhole Canisters, mini-black holes that suck you toward them. Shoot to blow them up. When you finally reach the objective marker location, Jack explains that the tunnel ahead leads to the laser beam. Watch out for one more squad of soldiers just around the corner! Eliminate them and proceed down the corridor to trigger a quick scene. Zarpedon sets off barrel charges that tear apart the passage to the laser, leaving a huge gap! But Jack has another plan.

Destroy all three regulators on Plasma Booster A



Veer left on the platform then use the jump pad **(14)** to bounce across the gap onto the housing (with two holes on its roof) for Plasma Booster A **(15)**. You can see the first glowing regulator through a hole in the roof—shoot it until it explodes then pick off some guards. Drop down through the hole into the air-filled room and descend the staircase to find and destroy the other two plasma regulators. Oops! The last explosion blasts you over to a far platform.

Destroy all three regulators on Plasma Booster B

Hustle eastward to the end of the platform, pick off any guards you see, and then make a boosted jump down to the next platform below. Turn on the Air Dome Generator and breathe! Then climb the ramp and use the jump pad **(16)** to make a huge leap back over to the jump pad at **(14)**. Use that one again to hop back onto the housing **(15)** of Plasma Booster A (the one you just disabled). Drop down onto the ledge behind that housing **(17)** and work your way east onto the housing for Plasma Booster B **(18)**. Whew!

Repeat what you did at Plasma Booster A, fighting your way downstairs and blasting all three of the glowing regulators. As before, the explosive decompression knocks you out of the housing and you fall to the platform below.

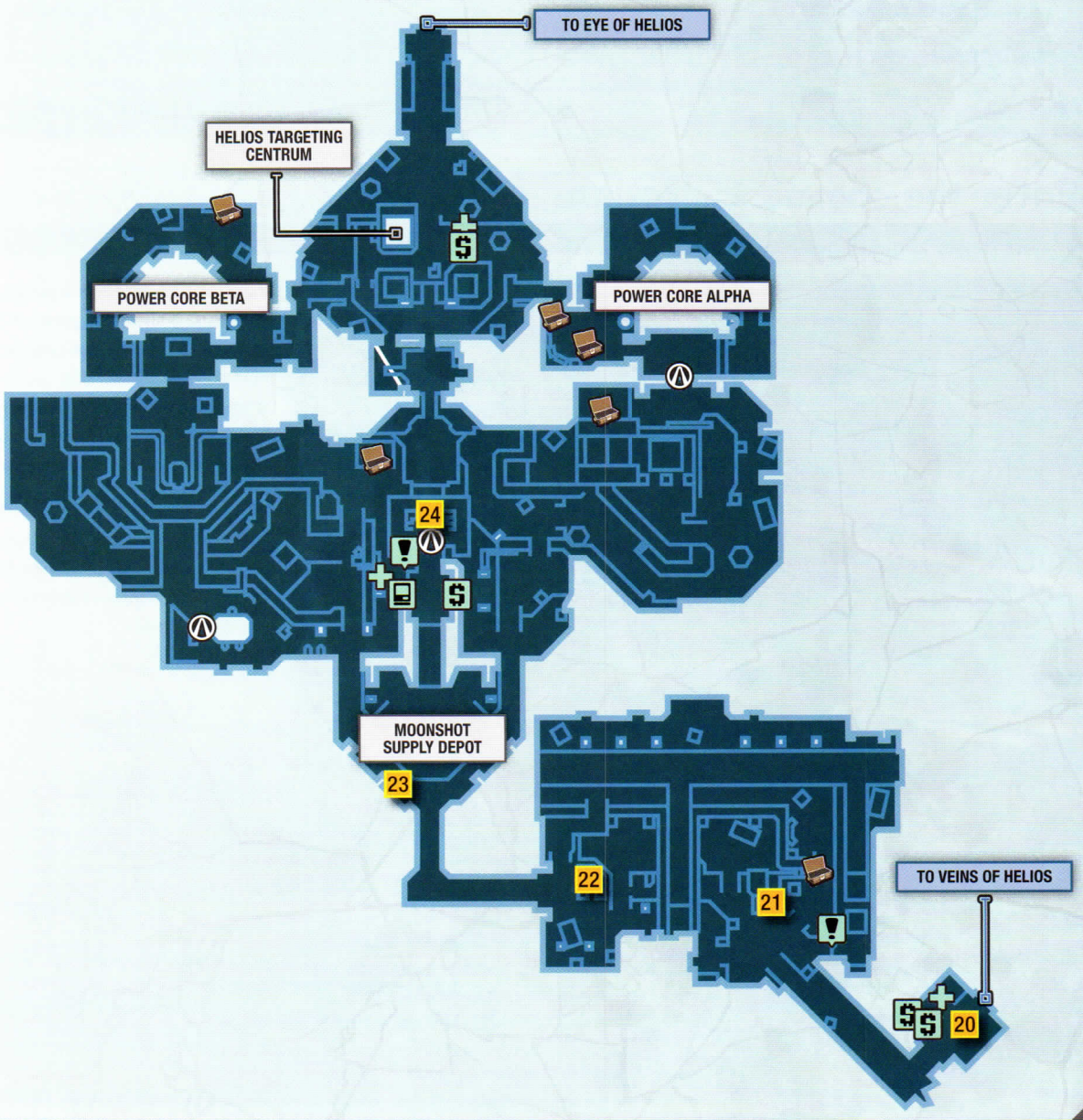
Get to a safe distance

Now you can go back to the jump pad at **(16)** and use it again to leap across to the Central Maintenance balcony. This is a "safe distance," fulfilling the mission objective. Use the glowing console to notify Jack; he detonates the plasma and blasts open a route in.

Now use the jump pad **(14)** for the *third* time over to the housing **(15)** and drop down to the ledge again behind the housing **(17)**. Follow it until you can drop down past the big exhaust pipe venting blue gas (see our screenshot) onto the platform below. From here you can walk to the open doorway into the Inner Hull and use the area exit **(19)** to travel to the Lunar Launching Station.



MISSION MAP: LUNAR LAUNCHING STATION



Find the FIX Loader and activate the GUN Loader program

Restock at the vending machines when you arrive **(20)** then proceed into the Moonshot Supply Depot. As you do, Jack tells you he's uploaded his GUN Loader program. With it, you can transform innocent-looking loader bots into combat units. Move ahead into the station and find a FIX Loader welding and repairing things **(21)**. Approach it and activate the GUN Loader program to transform the mild-mannered repair-bot into a killing machine. If Lost Legion enemies are in the area, the GUN Loader engages them with you. He doesn't inflict much damage, but he draws their attention and gunfire away from you, which is a nice thing.

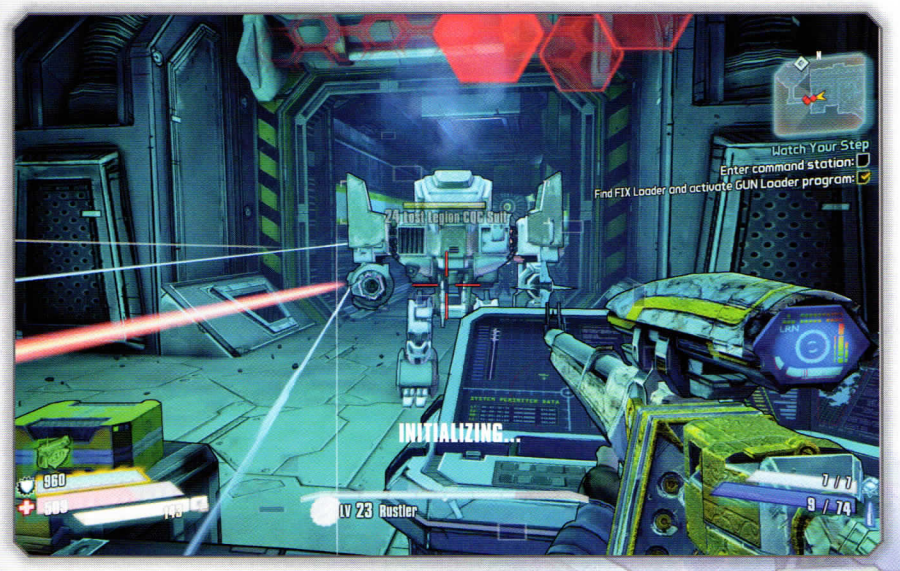


BOUNTY BOARD

Yes, you're on a single-minded quest to shut down the Helios laser and save planets and stuff. But you snag a side mission unlocked when you completed the last story mission, "Science and Violence."

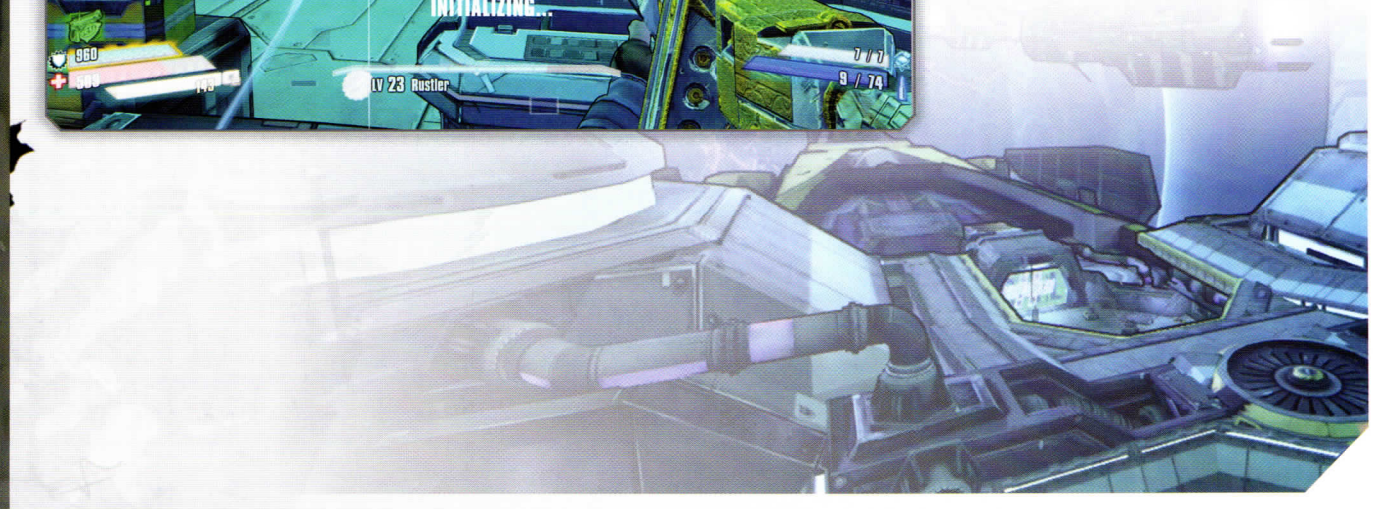
Pick up "To the Moon" from the Lunar Launching Station's downstairs Bounty Board, not far from where you find the FIX Loader. Completing that mission unlocks a follow-up mission, "Lock and Load."

Enter the command station



Fight your way across the room to the glowing console **(22)** and get a good corrosive weapon ready. When you use the console to open the next door, a powerful Lost Legion CQC Suit is waiting on the other side along with other troops. The GUN Loader you activated may help you, but this is still a very tough fight.

When it's over, find the ramp leading up to the anteroom **(23)** and, as Jack suggests, use the glowing console to activate the Fast Travel station. Jack arrives—follow him into the Laser Command Station.



Activate the remote shutdown sequence

Use the glowing console in the station to shut down the laser. Unfortunately, the shutdown fails. Moxxi reports that you have to kill the laser "the old fashioned way"—with your hands. Jack calls you over and this ends the mission. Talk to Jack **(24)** to turn in and collect your rewards. This is a good time to check out the upstairs Bounty Board for new optional missions.



New Optional Missions Available!

Completing "Watch Your Step" directly unlocks just three new optional missions. But one of those three opens an unlocking string of five more missions when completed.

Before you launch into the next Story Mission, "Eye to Eye," go back and pick up "Red, Then Dead" and "Things That Go Boom" from the upstairs Bounty Board in the Lunar Launching Station. When you finish those, use the nearby Fast Travel station and teleport back to the Bounty Board in Jack's Office to pick up "Quarantine: Back on Schedule." This one takes you into the infested Veins of Helios.

Completing "Quarantine: Back on Schedule" unlocks two successive follow-up missions. "Quarantine: Infestation" is immediately available at the console where you turn in "Quarantine: Back on Schedule," so it's the obvious choice as your next mission. It leads you into the quarantine zone where you find Lazlo, the mission-giver for the other follow-up mission, "In Perfect Hibernation."

Successful completion of "In Perfect Hibernation" unlocks "Trouble with Space Hurps," also from Lazlo. Completing "Hurps" opens up two more missions back at the Bounty Board in Jack's Office. Go there to pick up "Don't Get Cocky" and "Eradicate!" Both take you right back to the Veins of Helios. You can try to complete them in tandem, if you want to be really efficient.

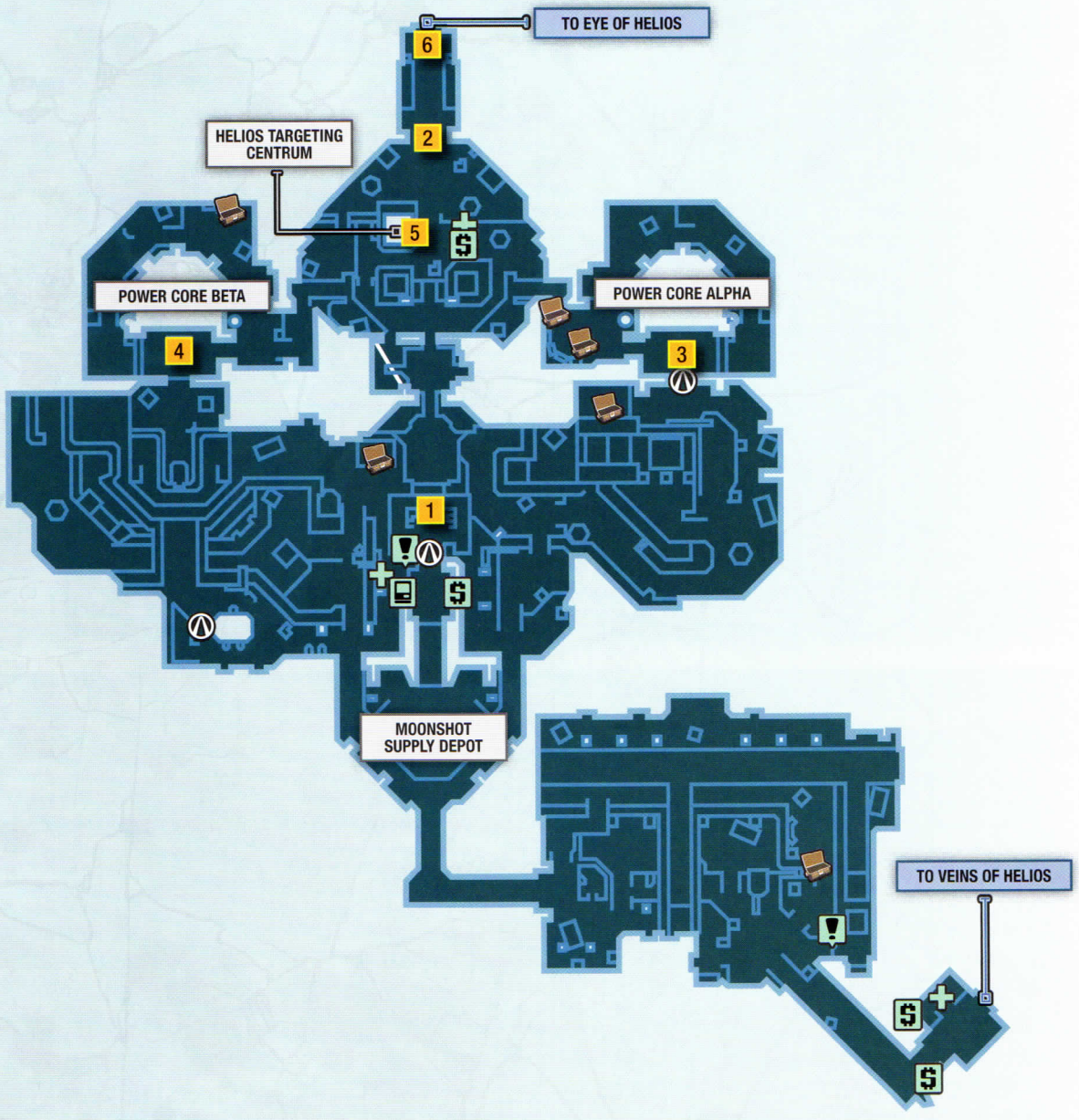
- RED, THEN DEAD
- THINGS THAT GO BOOM
- QUARANTINE: BACK ON SCHEDULE
- QUARANTINE: INFESTATION (AFTER COMPLETING QUARANTINE: BACK ON SCHEDULE)
- IN PERFECT HIBERNATION (AFTER COMPLETING QUARANTINE: BACK ON SCHEDULE)
- TROUBLE WITH SPACE HURPS (AFTER COMPLETING IN PERFECT HIBERNATION)
- DON'T GET COCKY (AFTER COMPLETING TROUBLE WITH SPACE HURPS)
- ERADICATE! (AFTER COMPLETING TROUBLE WITH SPACE HURPS)

Region	Lunar Launching Station
Mission Giver	Jack
Available	After completing "Watch Your Step"
Level	24

EYE TO EYE

Manually shut down the laser.

MISSION MAP: LUNAR LAUNCHING STATION



Objectives

- SHUT DOWN LASER
- DISABLE FORCE FIELD POWER SOURCES
- FIND PRIMARY REACTOR
- START BACKUP POWER DRAIN
- GET TO LASER CORE
- TAKE LONG WAY AROUND
- KILL COLONEL T. ZARPEDON
- MEET UP WITH JACK
- PREPARE EYE FOR SHUTDOWN
- INITIATE REBOOT SEQUENCE
- RETURN TO COMMAND STATION

MISSION BRIEFING

Colonel Zarpedon locked down the Eye of Helios laser. You have to go down there and actually physically turn it off, since turning it off from the command station is no longer an option.

Rewards

TURN IN	MONEY	XP	GEAR
Jack	307	5319	Grenade Mod OR Shield

MISSION WALKTHROUGH

Shut down the laser

From where Jack stands **(1)** in the command station overlooking the Eye of Helios, go back down the lift, turn left, and head downstairs. As you go, remember to approach any FIX Loader you see and change it into a GUN Loader. Allies are good things to have. Fight your way forward into the Helios Targeting Centrum and drop down to the tunnel leading to the Eye **(2)**. As you approach, Zarpedon blocks the tunnel with a Dahl force field.

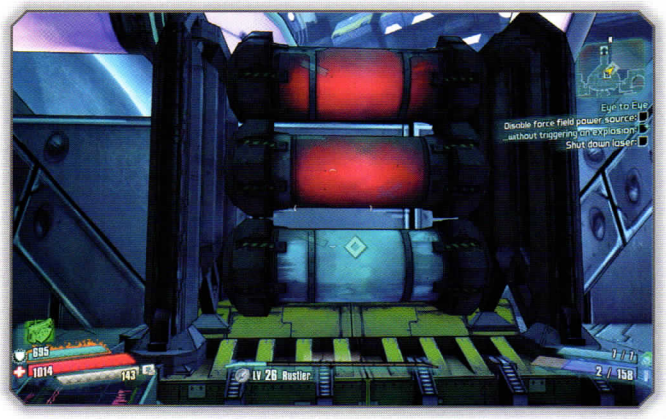


Disable the force field power sources

To counter, Moxxi suggests disrupting the fusion reactors feeding the force fields. Activate the glowing control panel to the right of the blocked doorway to bring up a set of reactor tubes. Watch for a few seconds to see the pattern as the tubes switch from blue to red and back. To avoid an unpleasant explosion, time your gunshot to hit one of the tubes just as it turns blue.

Now you have to find the two smaller reactors and do the same thing. You must backtrack south then work your way toward the hull on either side. Lots of zealous Lost Legion troops greet your entry into each new area, including a few CQC Suits. Fight smart! You're ridiculously outnumbered.

The general location for each reactor is marked by an area waypoint. But once you get within the general area, look for the helpful red conduit strips on the floor and follow them. They run up staircases, sometimes even stopping and then restarting a short distance ahead. But eventually the red floor strips lead you directly to the reactor panels **(3, 4)**. Again, use each panel to raise a reactor then shoot the blue tubes, not red, to avoid explosions.





Find the primary reactor and start the backup power drain

Once the two smaller reactors are disabled, it's time to find the big primary reactor. Look for the short cut from either reactor back to the Helios Targeting Centrum and find the primary reactor **(5)**; it's hard to miss. Activate the glowing console at its base to trigger a furious assault by Zarpedon's Lost Legion troops. Defend the area until Moxxi reports that the force field is down.



Shut down the laser

Now you can advance through the access door to the area exit **(6)** and travel to the Eye of Helios.

MISSION MAP: EYE OF HELIOS



Get to the laser core

Jack is waiting when you arrive **(7)**. Follow him down the tube-lined corridor until you reach the spot where electrical discharges block the passage **(8)**. Wait until the laser pulses on, draining power from the current, and then sprint behind Jack to get through. The direct route ahead is blocked, so Jack leads you to a detour starting in the nearby elevator **(9)**.



Take the long way around

Enter the elevator and use the button. You ride up to a big open plaza called, oddly enough, The Long Way Around. Step out of the elevator to trigger the arrival of Colonel T. Zarpedon in her modified, enhanced, and really scary powersuit, accompanied by a platoon of Lost Legion soldiers.



BOSS FIGHT: Kill Colonel T. Zarpedon!

Colonel T. Zarpedon's Vitals

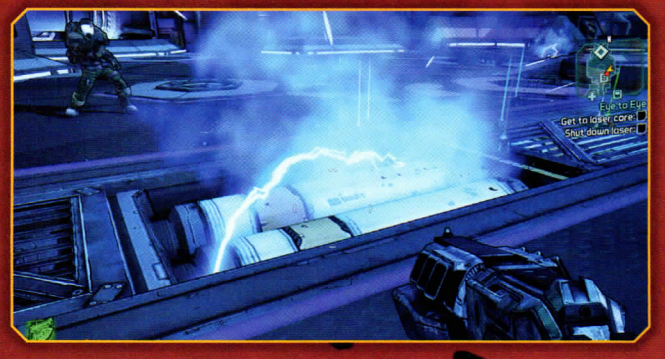
BOSS	BOSS LEVEL	HEALTH MULTIPLIER	SHIELD LEVEL	DAMAGE MULTIPLIER	XP VALUE	CRITICAL HIT AREAS	WEAKNESS	RESISTANCE
Zarpedon in Powersuit	26	35	10	2.5	3399	Headlight	—	Incendiary: High Cannot be frozen
Tungsteena Zarpedon	26	25	1	2.5	—	Head	—	Cannot be frozen

PHASE ONE: COLONEL T. ZARPEDON

Col. Zarpedon cannot be frozen, has a high resistance to incendiary/fire damage, and deploys a number of deadly attacks. You can't defeat her without penetrating her powerful shield first. Your first consideration is breaking it and keeping it broken so you can take down her health bar.

Attack Zarpedon's shield with the usual Electrocute damage, but be ready. When her shield breaks, she finds one of the many Power Conduits just under the arena floor, punches right through to it, and then uses it to partially recharge her shield. Fortunately, Zarpedon can do this only three times, but each shield recharge extends the battle and puts extra pressure on you. Focus your full attention on slamming her with heavy damage in those moments before she can complete the recharge.



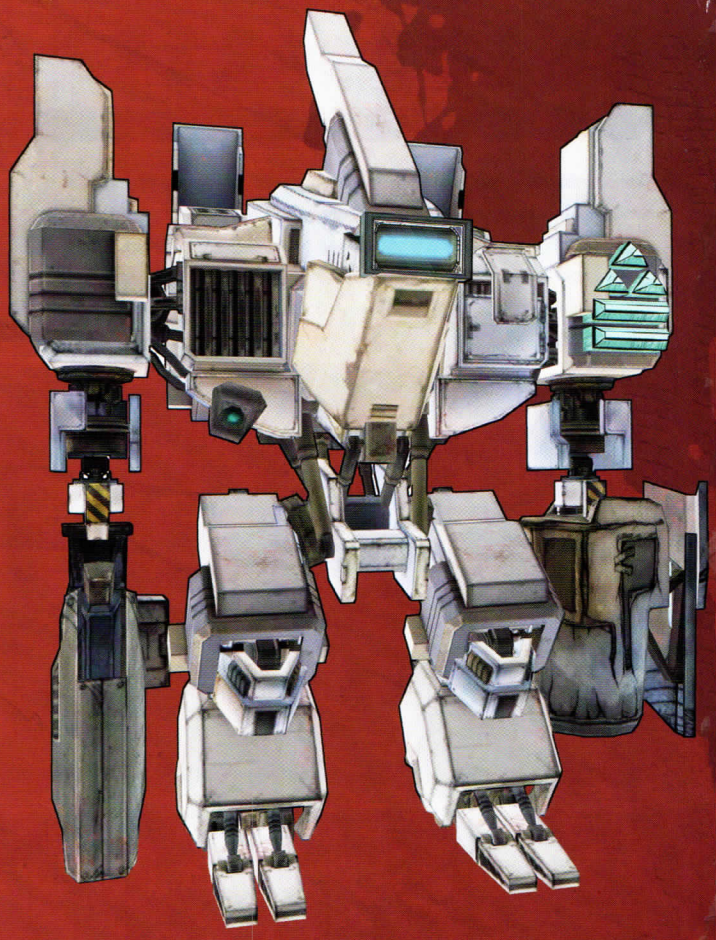


GO FOR THE EYE!

Target the headlight "eye" on Zarpedon's power-suit to score critical hits. When she leaves the Powersuit, target her head for critical hits.

The arena itself features several large Fusion Cores that rise up from the floor when approached. They're very useful for cover purposes, but you can also choose to arm them if you want, turning them into highly dangerous explosives. If you do, move a good distance away from armed Fusion Cores then detonate them with gunfire when enemies move past them. We prefer using them as cover in that stark, open arena.





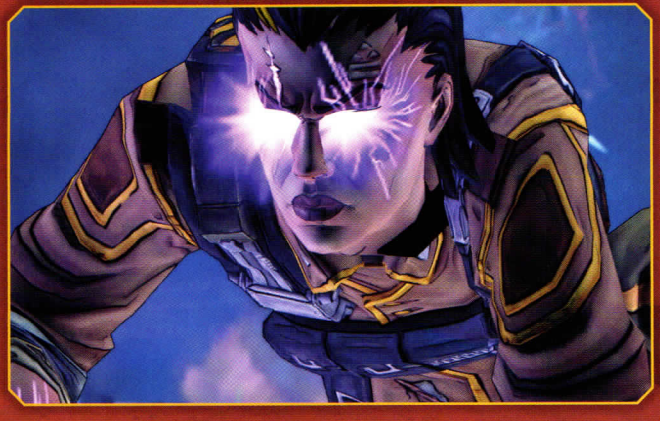
One more note about the arena: it is possible to fall or get knocked off the edge and die. Stay aware of your relative position in the space. You certainly don't want to stay planted in the center and make yourself a target from all sides, but be careful on the perimeter, especially when strafing and backing up.

Colonel Zarpedon has dangerous offensive capabilities in her mech-suit. She has three deadly long range attacks: she fires a Laser Blaster; she charges up and slings huge Shock Torpedoes; and she fires volleys of Shock Missiles that bounce off the ground then begin homing in on their target—i.e., you. At melee range, she wields her vicious Energy Sword. At medium range, she executes a Leaping Sword Slam—Zarpedon activates her powersuit's booster jets to fly high into the air, and then does a thundering ground-slam with her Energy Sword extended. It hurts. A lot.

By now you should be a fairly adept fighter yourself, and of course your tactics depend on your character type, your armory, your skillset, and your personal fighting style. Jack helps by engaging minions and drawing attention away from you. Your focus should be on Zarpedon. Break her shields, apply heavy pressure when they're broken, and keep moving and jumping. She has you outgunned, but she's stuck in a lumbering suit; you're far more mobile, so exploit that advantage. Don't let her catch you flatfooted.

PHASE TWO: TUNGSTEENA ZARPEDON, ASCENDED

A few moments you "kill" Colonel Zarpedon, she suddenly kicks open the cockpit of her Dahl Power Suit and emerges as "Tungsteena Zarpedon, Ascended," an insanely powerful monster created by Eridium exposure. Tungsteena's minions now include Eternals—Lost Legion troops also exposed to Eridium. When severely wounded, Eternals transform into more dangerous enemies and gain extra powers while regenerating their health. It almost seems unfair, doesn't it?







Once again, the first key is shield-breaking. Tungsteena has a somewhat weak shield with a fairly long Recharge Delay, but its Recharge Rate is very high. This means that it goes down fast, but regenerates almost instantly. Thus if you don't put constant pressure on her, her shield is almost always fully charged. As for mobility, Tungsteena is considerably more nimble now that she's out of her Power Suit. You have to work a lot harder to manage the arena's space.

From long range Tungsteena fires a burst of raw Eridium energy from her hand, like a shotgun. At midrange she unleashes a Leaping Staff attack, bounding at you with a forward flip then slamming down her staff to inflict painful area damage. At melee range she swings her staff with a murderous swipe and adds a nasty roundhouse kick. And finally, her staff emits a brutal shockwave. Jump over this shockwave whenever possible, since it deals massive damage.



Again, the key is to quickly knock out Tungsteena's weak shield and then keep a continuous stream of fire focused on her unprotected form. Try for headshots to score critical hits, although her swift movements make that difficult. When Tungsteena finally falls, she reveals some critical information to Jack.



Get to the laser core

After the boss battle, use the glowing button that pops up on a podium near Zarpedon's corpse. An elevator drops you down a level. Proceed down the corridor into the Hyperion Contingency Armory and veer left to the exit door leading to another elevator **(11)**. Use the button to ride it down another level. (This is "taking the long way around.")

Jack warns you to avoid the barrel of the laser while it's firing, for obvious reasons. Run across the barrel, veering left to the stairs. Climb them and go down the hallway lined with "Warning" signs through the sliding doors to the Laser Core.

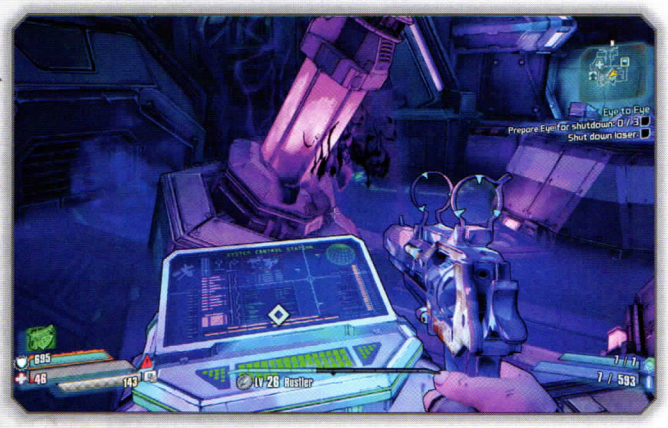
Meet up with Jack

Go through the doorway on the opposite side and climb upstairs to meet Jack **(12)** on the catwalk overlooking the Eye. (You can activate the Eye of Helios Fast Travel station that you pass on the way up.) You learn how the Eye works, and then Moxxi gives you instructions on how to shut it down.



Prepare the Eye for shutdown

Moxxi gives you three tasks. First, hop off the catwalk to the glowing console directly below. Use it to extend the injection core. Then use it four more times to "press the thingy" and then inject slag. Now move down the walkway to the next glowing console and repeat the exact same process. Do it yet again at the third glowing console. This triggers the failsafe protocol and the Eye shuts down.



Initiate the reboot sequence

Go climb the stairs back up to the catwalk and approach the glowing console to reboot the laser. Jack halts you, however, and orders you back to the command center where you can do a reboot remotely... from a safer distance. Good move, Jack.

Return to the command station

Head downstairs to the Fast Travel station **(13)** you just opened. Use it to teleport to the Lunar Launching Station. When you arrive, turn left and approach Jack in the command station.

Initiate the reboot sequence

Jack lets you do the honors. Activate the glowing console on the command deck to trigger the mission-ending sequence. Talk to Jack to turn in for your mission rewards and automatically trigger the final chapter of *Borderlands: The Pre-Sequel*.



New Optional Missions Available!

Completing "Eye to Eye" unlocks five new optional missions.

Also, your travel to Vorago Solitude gives you access to another mission unlocked earlier. Here you can meet the intrepid explorer again in "The Return of Captain Chef."

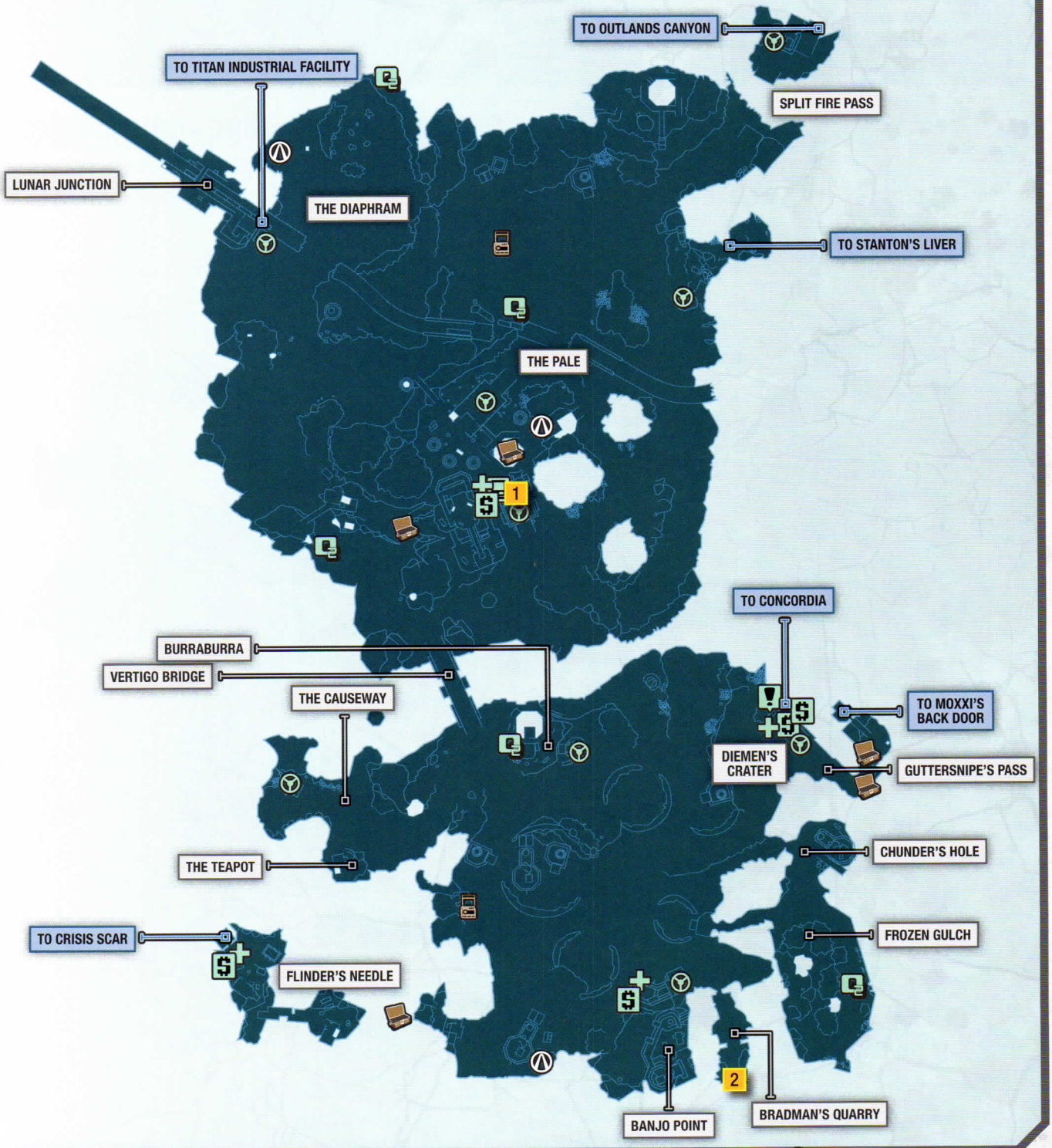
- PICKING UP THE PIECES
- DON'T SHOOT THE MESSENGER
- THESE ARE THE BOTS
- THE DON
- Z8N-TP

THE BEGINNING OF THE END

Get inside the Vault…and get revenge.

Regions	Triton Flats / Vorago Solitude /Outfall Pumping Station / Tycho's Ribs / Eleseer
Mission Giver	Jack
Available	After completing "Eye to Eye"
Level	26

MISSION MAP: TRITON FLATS



MISSION BRIEFING

It's a race against time to find and get into the Vault before Lilith and Roland do. Head to Vorago Solitude, find the entrance, and don't let anyone stand in your way.

Rewards

TURN IN	MONEY	XP	GEAR
Jack	1542	12252	Head Customization

Objectives

- LOCATE MAIN EXCAVATION SITE
- LOCATE ELEVATOR ROOM
- ENTER EXCAVATION SITE
- DEFEAT RK5
- EXPLORE ERIDIAN STRUCTURE
- FIND A WAY PAST SHIELD
- USE CANNON
- FIND VAULT ENTRANCE
- KILL OPHA SUPERIOR
- ENTER VAULT
- DEFEAT SENTINEL
- DEFEAT EMPYREAN SENTINEL
- WHAT'S THIS?
- EXIT VAULT

MISSION MAP: VORAGO SOLITUDE



MISSION WALKTHROUGH

Locate the main excavation site

Now it's time to be the Vault Hunter that you proclaim yourself to be. Go to the nearest Fast Travel station and teleport to Triton Flats **(1)**. Grab a vehicle at the Moon Zoomy, zip across the Vertigo Bridge, and head to the southeast corner of the map to find the area exit to Vorago Solitude **(2)**. After Jack blasts the gate open for you, travel to the new area **(3)**.





You can find three optional missions out in the forbidding solitude—"The Don," "These Are the Bots," and "The Return of Captain Chef." If you want to try them, follow their yellow exclamation point markers on your map. Otherwise, start the brutal slog south to the dig site. The way is littered with tough Lost Legion troops, including powerful Eternals who ascend and transform into various versions of lethality once they take some damage. Be sure to read up on Eternals in our bestiary chapter before you rush in to engage them. One tip here: hit them hard as they ascend, and don't let up. You want to destroy them before they can transform—a transformed Eternal gets a fully replenished health bar.



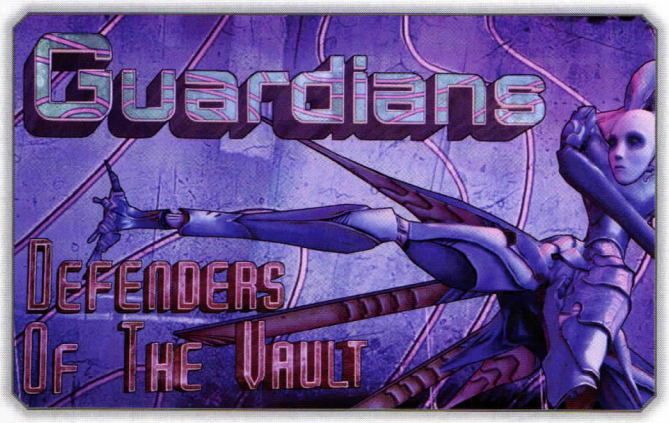
Things get really intense when you reach the bridge **(4)** to the excavation site at Solitude's Edge, but Jack has your back, more or less. He starts using the Moonshot Cannon to drop in GUN Loaders to help you. They *do* help, by drawing gunfire and attention away from you. But you still have to do most of the killing yourself. Thank goodness for that. Be sure to pick off the annoying turrets up high on either side of the site's entry gate **(5)**. When you destroy these, the gate slides open.



Locate the elevator room

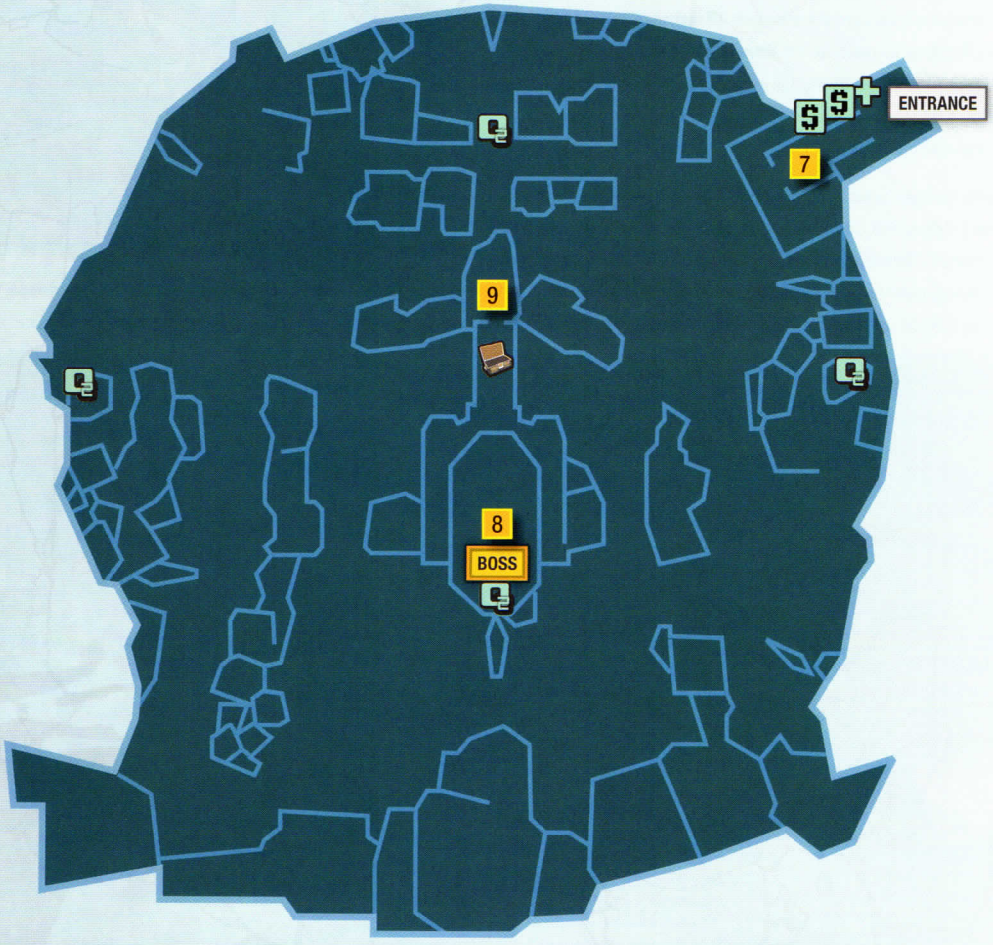
Once you get inside the gate, your next task is to find the elevator leading down into the excavation. Fight down the first street and around the corner. Use the air-filled building near the corner for respite, oxygen, and some ammo in loot chests. Then make your move down the next street. When you approach the building next to the purple spawning pillar, a new foe spawns, a Guardian. (You get a boss-like intro screen that calls them "Guardians: Defenders of the Vault.") Check out our bestiary chapter for more on these tough, shielded foes. Focus on them first whenever they appear.

When the area is clear, enter the building and fight your way along the enclosed walkways until you reach the area exit **(6)**. Use it to travel to Outfall Pumping Station.





MISSION MAP: OUTFALL PUMPING STATION



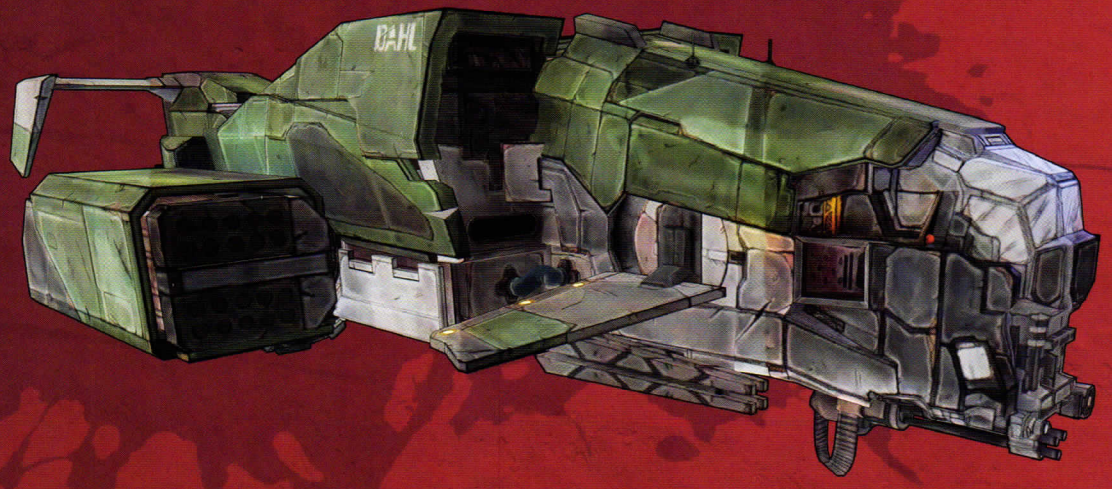
Enter the excavation site

When you arrive, an injured Lost Legion soldier emerges from a room and begs for mercy. Give it to him, or … well, give it to him. It's your choice. Then proceed through the doorway into the elevator **(7)** and press the button to ride down. Stepping out of the lift triggers a scene: a Raum-Kampfjet Mark V fighter—RK5 for short—comes screaming into the arena-like clearing, looking for Vault Hunters to kill.

BOSS FIGHT: Defeat RK5!

RK5's Vitals

BOSS LEVEL	HEALTH MULTIPLIER	SHIELD LEVEL	DAMAGE MULTIPLIER	XP VALUE	CRITICAL HIT AREAS	WEAKNESS	RESISTANCE
29	75	1	1	13,200	Cockpit, Turrets, Missile Pods	Corrosive	Cryo



The most important thing to know about RK5 is that, like most armored units, this jet is particularly vulnerable to corrosive damage. It has no shield to break, so you can arm yourself with a good, accurate corrosive weapon from the get-go. Don't use a freezing weapon; RK5 is resistant to Cryo damage. It's not easy to target individual parts of the jet, but you score critical hits when you nail its cockpit, missile pods, or shock turrets.

The minions in this fight are somewhat tougher than you've seen in previous boss battles. You should be familiar with the quirks of Eternals by now, but the new Guardians that occasionally appear are vicious and very powerful, and can be difficult to counter.





Also note a few features of the battle arena. It's large and offers plenty of cover, so constant evasive maneuvering is easy to accomplish. However, one of the best spots to duel RK5 seems like a counterintuitive choice—the rooftop of the central structure (8) in the arena. Reach it by using any of the jump pads arrayed around the arena. Yes, the space is limited but the position gives you three advantages:

First, it cuts off ground fire from the minions. A few jetpack soldiers and flying Eternals float up to harass you, but usually only one or two at a time. This lets you split your attention between minion management and boss bashing much easier.

Second, it gives you largely unobstructed firing angles at RK5 as he makes his attack runs. You can keep up the outgoing stream of corrosive damage that you need to drain his health—especially important if you're using a weapon that bestows a continuous damage bonus.

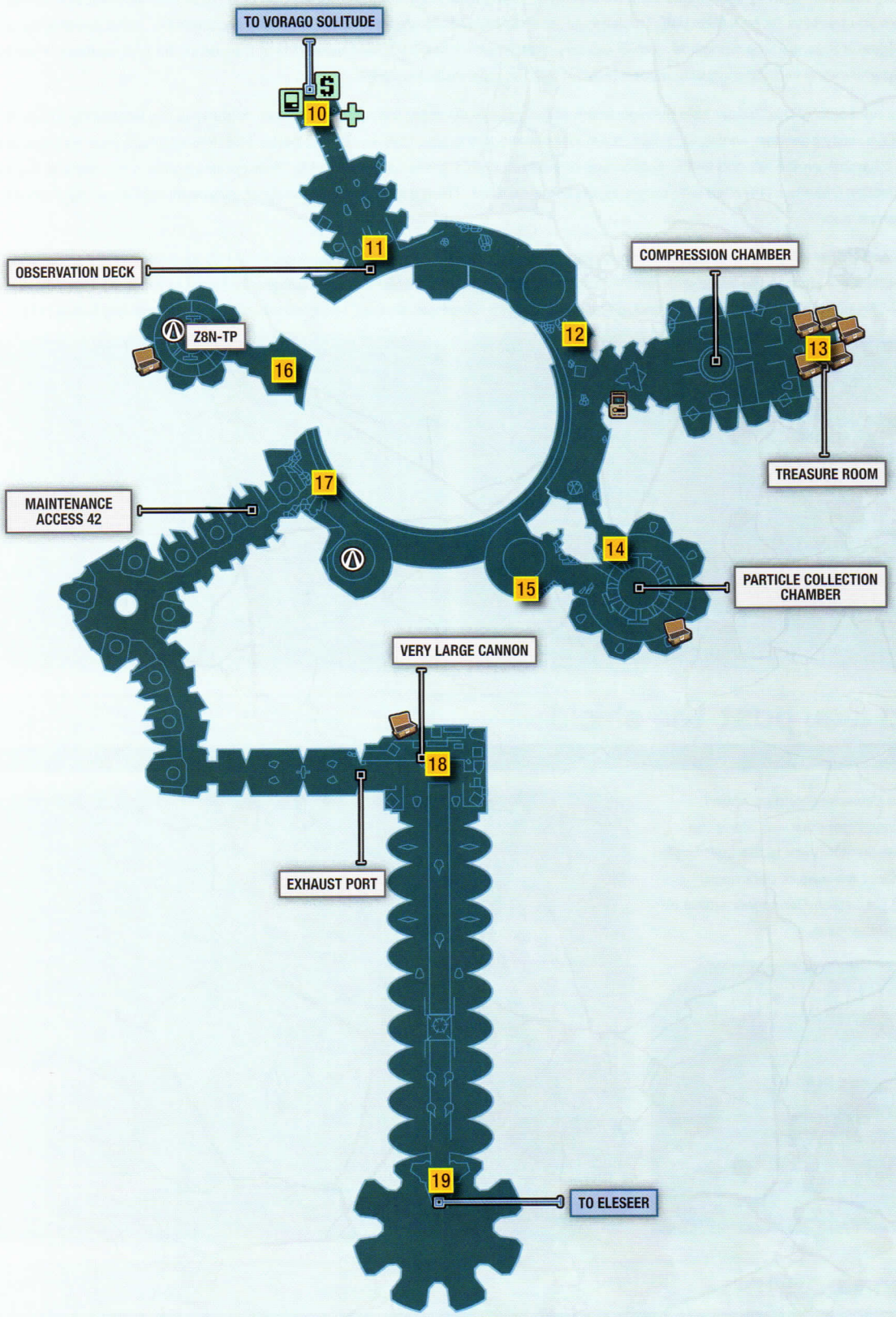
And third, it has an Air Dome Generator that covers the entire rooftop with oxygen. You don't have to worry about breathing while also dueling a killer jet and fending off aggressive minions.

RK5 has a withering set of attacks. It slings blue shock torpedoes and salvoes of explosive homing missiles, and makes lethal bombing runs, dropping powerful charges along its flight path. The jet's blustering pilot has a big mouth, however. Listen to his running commentary to pick up cues about which attack is coming next. If he cries, "Bombs away!" you can get ready to bound away from the path of its bombing run.

When RK5's health bar gets low, it unleashes a desperate final attack, hovering directly above you and pounding you with missiles while leaking toxic dark oil and calling in Guardian minions. Finish him off!



MISSION MAP: TYCHO'S RIBS



Explore the Eridian structure

After RK5 finally falls from the sky and you've secured and looted the arena, enter the passage **(9)** that runs under the central tower. It leads to the area exit where you travel to Tycho's Ribs **(10)**. This strange, alien passage is littered with Eridian art and architecture ... and guarded by an interesting mix of Lost Legion troops working alongside alien Guardians. Watch out for the Dahl SAM turret **(11)** at the end of the first walkway. Then head left, circling around a towering vertical shaft with a huge rotating hub mechanism in the center.

Go around the right side of the circular hole through which platforms rise up every few seconds. (These might look like interesting things to ride upward, but it's a really bad idea, ending in instant death.) Hop down to the area with equipment below **(12).** You can fight your way into the Compression Chamber on the left and find a mother lode of treasure chests in the back room **(13)**. Then continue around the circle to the next room, a Particle Collection Chamber **(14)** filled with purple crystalline structures. There's loot here and plenty of Guardians spawning; fight around the ring back to the central hub.

Use the jump pad **(15)** to propel yourself to one of two places: You can aim for big purplish opening below **(17)** as shown in our screenshot. Or you can aim straight across the shaft to the ledge with another jump pad **(16)**. (You might need a quick midflight Oz-boost to reach it.) From there you can climb up to the Z8N-TP unit to pick up its optional mission (called "Z8N-TP"). Once you do that, you can drop down to the opening below **(17)**.





Find a way past the shield

Jack detects a powerful shield up ahead, blocking the way. Fight your way along the passage as it veers left twice to the Lost Legion cannon **(18)**. Clear the area of defenders, including the Lost Legion Cannoneer sitting in the cannon's gunner seat.



OPTIONAL MISSION

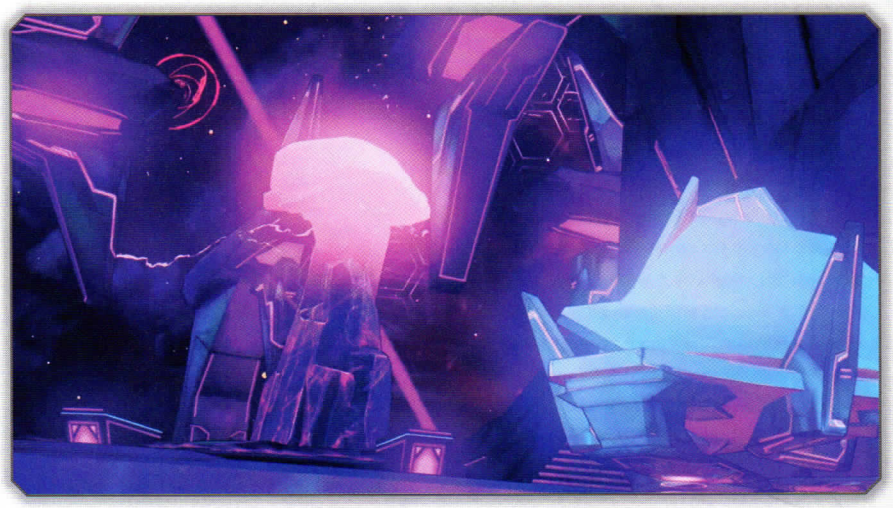
Don't miss the fallen soldier not far from the cannon. He's scrawled the words "Hanna—Triton Flats" on the floor. Listen to his ECHO recording to pick up the optional mission, "Don't Shoot the Messenger."

Use the cannon

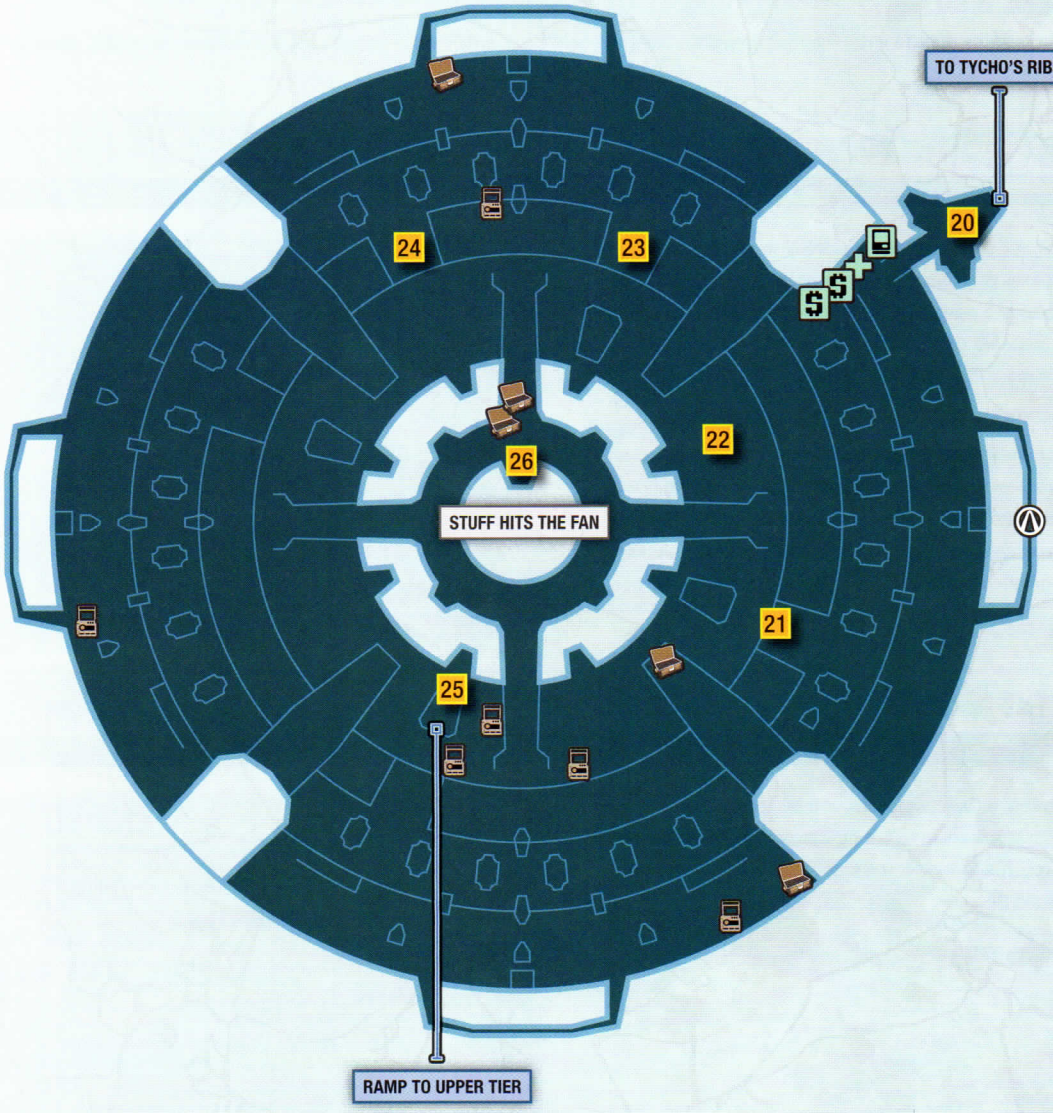
Climb into the cannon's gunner seat yourself and use the cannon to blast open the shield. Then hop out and go through the open gate.

Find the Vault entrance

Continue down the newly accessible hall until you reach the area exit **(19)**. Travel to Eleseer **(20)**.



MISSION MAP: ELESEER



Find the Vault entrance

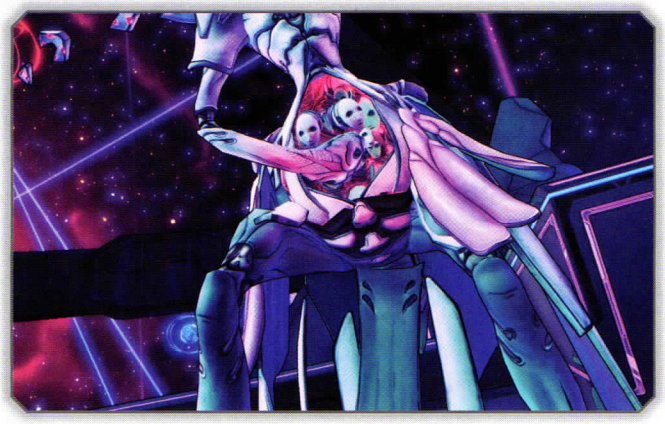


All your favorite people start popping up on your transmission to wish you luck. That's never a good sign. Stock up on ammo and upgrade any equipment you can upgrade at the vending machines. If you've accumulated a lot of Moonstones you can use the Eleseer Fast Travel to teleport to Concordia and visit the Black Market for some storage deck upgrades. You might also want to go back through the districts and finish all available optional missions. The idea is to get as buffed up as possible for this last set of challenges in the Vault.

When you're ready, move out into the arena and start engaging the wide mix of Vault guards, including a pair of odd, disgusting Ophas who open their bellies and yank out larval Ophas to fling at you. Nail them in the head or open belly for critical hits. Once you clear the first section of guards, destroy the three dark, turret-like Onagers arrayed above the gate **(21)**. Use a corrosive weapon to take them out faster. When you destroy all three, the gate opens. Proceed into the next area.

Hop across platforms to the right to enter the next area **(22)**. Fight through the guards then veer back out to the outer circle **(23)**, the only way you can go.

Kill Opha Superior



As you continue in your counterclockwise direction, a big Opha Superior drops in to visit, yanking minions out of its belly to turn loose on you. Again, target its head and open belly for critical hits. When you clear the area, knock out three more Onager turrets over the next gate **(24)** and go through to face still more Vault guards.

Keep fighting around the circle, in and out, section by section, hopping across platforms on the innermost circle when the way is blocked on the middle and outer circles. Continue moving counterclockwise this way until you finally reach the ramp **(25)** that runs to the upper level, where an Elder Opha starts pulling hostile Puttis from her belly. Go hit her fast before her spawn gets too numerous.

Enter the Vault



Now you can climb to the topmost level and move around the circle to the small platform **(26)** leading to the glowing object in the center. Walk right up and touch it to trigger the first of your final pair of boss fights. Say hello to the Sentinel.

BOSS FIGHT: Defeat the Sentinel!

Sentinel's Vitals

BOSS LEVEL	HEALTH MULTIPLIER	SHIELD LEVEL	DAMAGE MULTIPLIER	XP VALUE	CRITICAL HIT AREAS	WEAKNESS	RESISTANCE
28	15	4	3.5	14, 080	Active face when exposed	—	Can not be frozen

This classic boss duel proceeds in four distinct phases. Each phase ends when the Sentinel's shield is fully drained. Whenever his shield meter empties completely, the boss teleports back to the center of the arena, rises up into the air, and performs a devastating shockwave attack. Then his next attack phase begins. The Sentinel adds attacks in each phase based on a different type of elemental damage; each phase also retains all attacks from the previous ones.

The Sentinel's shield fully recharges at the end of Phases 1 and 2. After Phase 3 his shield no longer regenerates, and you can finally attack his health. Note that small concentric ripples in the arena floor spawn ammunition when you approach them. These also have a very small chance to generate health items.





PHASE 1: ERIDIUM (PURPLE)

During this opening stage, the Sentinel moves relatively slowly and deliberately. He performs several different melee attacks with his staff, and adds a pair of special attacks:

Deflection: The Sentinel spins his staff around himself at high speed, deflecting all incoming bullets back at you.

Homing Projectiles: The Sentinel fires homing slag balls into the air. These often go over your head and seem to miss, but then loop around again to hit you. Watch your back!

One other thing to note: No minions are spawned during this first phase. This lets you focus your full attention on the Sentinel and get familiar with his movements. But it also means you have no targets (other than the Sentinel) when you need a Second Wind. So don't die.

PHASE 2: INCENDIARY (ORANGE)

Cheru enemies now spawn into the fight, adding extra chaos but also providing Second-Wind chances for players. The Sentinel's movement rate increases and he adds the following new attacks:

Runesplosion: The Sentinel slams his staff into the ground and huge columns of energy explode upward from the arena floor. One always explodes directly beneath each player, with extra explosions rising randomly around the arena.

Firestorm: The Sentinel flies up into the air and sends fireballs raining down on the arena.

Dash Attack: The Sentinel zooms directly at you at high speed, inflicting considerable damage if he connects.



PHASE 3: CRYO (PALE BLUE)

Eye Laser: The Sentinel flies up into the air and shoots freezing Cryo lasers from his eyes.



PHASE 4: ERIDIUM (PURPLE)

Staff Projectile: The Sentinel throws his staff high into the air, where it splits into five staffs that come shooting back down at you. Again, note that he has no shield this time. Hammer him hard, knocking his health bar down to nothing to win this round.

What creature am I most proud of unleashing? For me, it has to be the final boss of the game, The Sentinel. I'm super proud of how he turned out! He looks even more amazing than I'd imagined and I'd like to thank our awesome animators, modelers, concept and FX artists, sound designers, and my fellow creature team designers for being so passionate about helping me bring him to life!

—**Troy Bowman, Game Designer (Creature Team), Gearbox Software**

BOSS FIGHT: Defeat the Empyrean Sentinel!

Empyrean Sentinel's Vitals

BOSS LEVEL	HEALTH MULTIPLIER	SHIELD LEVEL	DAMAGE MULTIPLIER	XP VALUE	CRITICAL HIT AREAS	WEAKNESS	RESISTANCE
28	—	—	—	14, 080	—	—	—

The Empyrean Sentinel is a giant Guardian with three Faces, each covered by a Mask. When he first spawns he has no health or shields, and his Faces are dormant. After a short meditation—this charges his health and shield to full and also activates his first Face—he begins the fight. Every time his shield is depleted, his current Mask is broken, exposing his Face to damage.

The Empyrean Sentinel can take damage only on his currently active Mask or Face. When a Face's health is depleted, he collapses onto the arena floor, and is stunned for a short time. After a few moments, he picks himself back up, meditates, regenerates his health and shields, and activates his next Face.

Each time the Empyrean Sentinel meditates, a Runesplosion attack occurs—large columns of damaging energy erupt underneath players. The Cheru Guardian minions are now replaced with Sara Guardians. All of The Empyrean Sentinel's attacks take on a new elemental property in each phase.







PHASE 1: ERIDIUM (PURPLE)

Black Hole: The Empyrean Sentinel holds his hands together then slowly pulls them apart, creating a black hole that draws players near. After a moment he claps his hands, collapsing the singularity, which sends players flying violently.

Hand Beam: The Empyrean Sentinel holds a hand out above the arena and fires a gigantic beam into the floor. He then begins to move this beam around the arena.

Arm Swipe: The Empyrean Sentinel slams one arm down onto the arena, and then slides it sideways, sweeping players out of his way and sending them flying. Jump over this one to avoid it!

Back Hand: The Empyrean Sentinel occasionally slaps at players who try to hide directly behind him.



Floor Charge: The Empyrean Sentinel raises his hands up, pulling small islands out of the floor and floating them up into the air. Then he slams his hands down into the arena, sending elemental damage charging through the floor. To avoid damage, you have to make an Oz-boosted jump up onto one of the floating islands. After a few moments, the islands sink back into the floor.

This attack is lovingly referred to at 2K Australia as "The Floor Is Lava," after the children's game. Special note: it is actually possible to get trapped under The Empyrean Sentinel's fingers in this attack, like prison bars, which result in your death nearly every time.

Hand Slam: The Empyrean Sentinel slams his fists into the ground in four places around the arena, causing quick damage across a large area.

PHASE 2: SHOCK (BLUE)

Knockup Zap: The Empyrean Sentinel slams both hands into the ground very violently, bouncing all players on the ground up to The Empyrean Sentinel's eye level. Then he charges up energy in his eyes and spins his head 360 degrees very quickly, firing out energy in all directions that hits anyone still at his eye level. Punch your ground-slam button to hit the ground before he has time to fire the energy from his eyes.

Modified Hand Beam: The Empyrean Sentinel now fires beams from both hands during the attack, covering twice as much ground.

PHASE 3: CORROSIVE (GREEN)

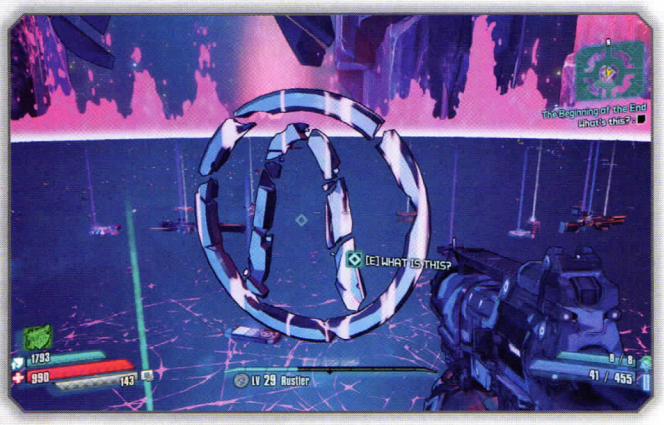
Corrosive Vomit: The Empyrean Sentinel slams both arms to the floor of the arena then vomits violently, covering about a quarter of the arena's surface with corrosive slime. This green slime is extremely damaging, and remains in place for up to 30 seconds, creating a dangerous "No Man's Land" for players. The Empyrean Sentinel often combos this directly into the Black Hole attack, pulling players into the corrosive area.

Modified Knockup Zap: The Empyrean Sentinel now charges and fires with his mouth instead of his eyes.

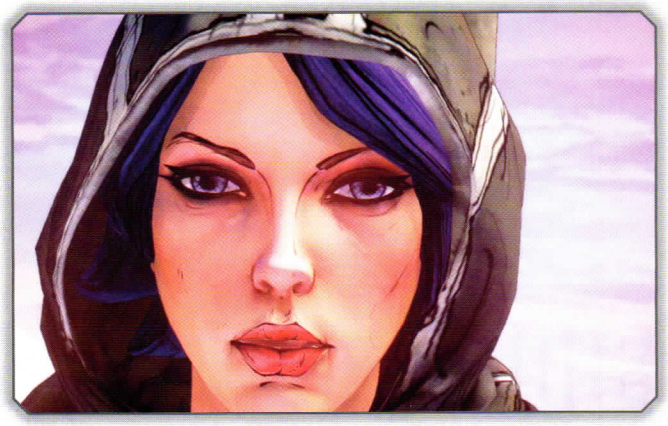


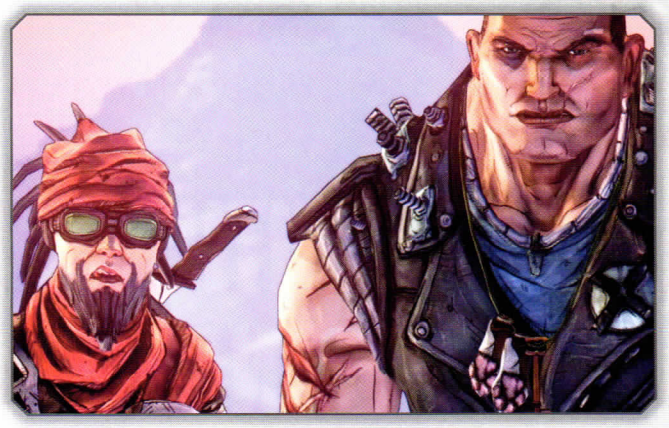
What's this?

When the terrible, exhilarating battle finally ends, there's a *lot* of loot to scoop up. Go for it, then find the floating object marked by the objective icon and labeled as "WHAT IS THIS?" Grab it. This triggers the sort-of-game-ending cinematic sequence, followed by the Game Credits. But you're not quite done yet ...





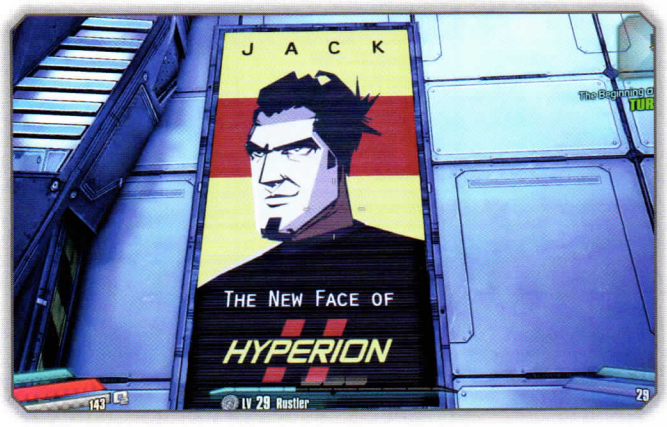






Exit the Vault

When the game returns, walk up the ramp directly ahead of you to exit the vault. Then retrace your route back to the Fast Travel station and teleport to Jack's Office. Head up the corridor into the office and talk to Jack to turn in. If it's your first playthrough, this unlocks True Vault Hunter Mode. But before you jump into that, be aware that completing "The Beginning of the End" has unlocked three new optional missions.



New Optional Missions Available!

Completing "The Beginning of the End" doesn't quite finish the game's first playthrough. Three final optional missions get unlocked. Pick up "The Bestest Story Ever Told" at the Concordia Bounty Board. And look for "Guardian Hunter" in Vorago Solitude; completing that mission unlocks "Sterwin Forever" in Eleseer.

- GUARDIAN HUNTER
- THE BESTEST STORY EVER TOLD
- STERWIN FOREVER (AFTER COMPLETING GUARDIAN HUNTER)



MOONLIGHTING: THE OPTIONAL MISSIONS

Side missions are a great way to explore the fascinating nooks and fearsome crannies of Elpis...and get paid for doing so. You meet crazy folks, kill some of them, and stockpile money, XP, and new gear in the process. Progressing through optional missions also counts toward completing Challenges to boost your Badass Rank, and toward unlocking certain Trophies and Achievements as well. If your current Story Mission is giving you fits, tackle an optional mission or two to level up and upgrade your gear.

The creation of *The Pre-Sequel* was a collaborative labor of love. It was the collective vision of talent that spans the globe. I hope it proves we are dedicated to creating a product that shows we are driven to create entertainment for the sake of entertainment.

—James Sanders, Director of FX and Technical Art, Gearbox Software

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Variable Earnings

Money and XP rewards may vary based on player's level at start of mission.



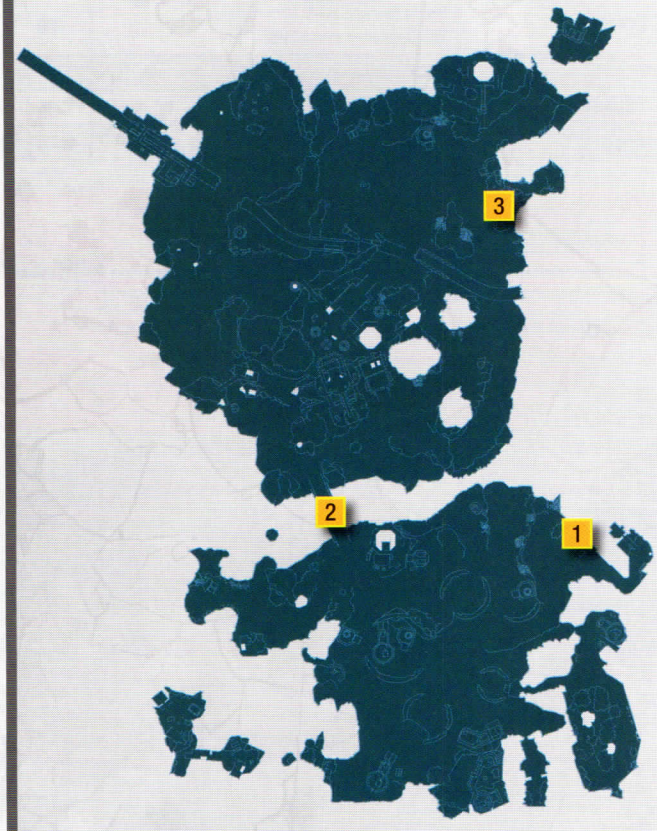
Regions	Triton Flats / Stanton's Liver
Mission Giver	Triton Flats Bounty Board (Cybil)
Available	After you complete "Systems Jammed"
Level	9

ALL THE LITTLE CREATURES

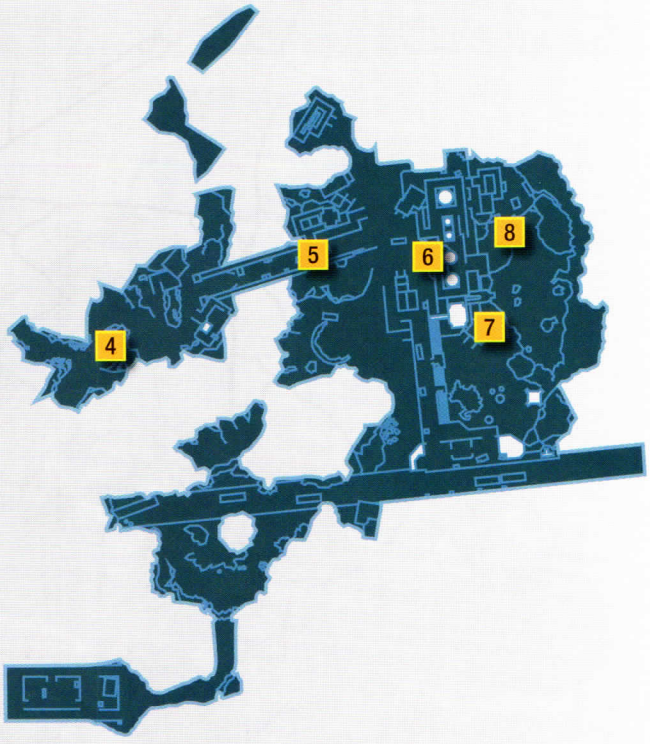
Rescue defenseless animals from toxic sludge.

MISSION MAP

Triton Flats



Stanton's Liver



MISSION BRIEFING

The snotty-but-paying-your-wages Cybil, leader of the Liberation Front of Concordia, needs your help saving "cuties" from extinction. Head to the Old Dahl Plant in Stanton's Liver and clean up the toxic sludge threatening the lovely, gentle creatures.

Rewards

TURN IN	MONEY	XP	GEAR
Triton Flats Bounty Board	56	483	Sniper Rifle OR Grenade Mod

MISSION WALKTHROUGH

You can pick up this mission at the Triton Flats Bounty Board **(1)** right after completing "Systems Jammed," but it's easier to try it after you level up once or twice during the next story mission, "A New Direction." Listen to Cybil's message then grab a buggy from the Moon Zoomy station just outside. Drive west until you can veer north across Vertigo Bridge **(2)**. Work your way across northern Triton Flats to the jump pad **(3)** in the northeast that propels you up to the area exit into Stanton's Liver.

Your arrival on foot triggers an update from Cybil who explains how indigenous creatures called "cuties" face extinction due to the toxic sludge pouring out of a Dahl refinery complex. Dahl abandoned the plant after The Crackening without shutting down the flow, and now Scav gangs use the facility as their camp.



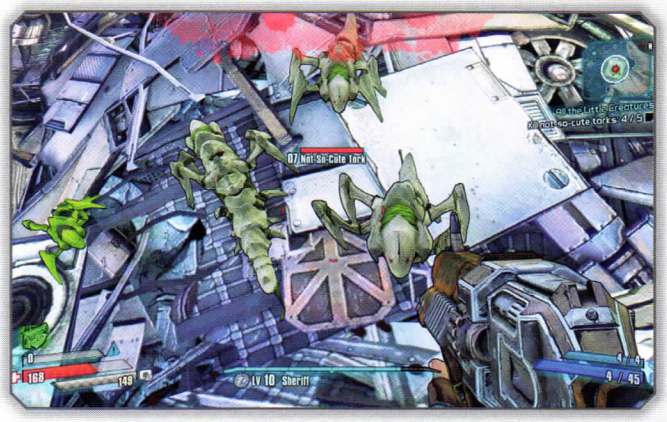
Set up with a sniper rifle on the first overlook **(4)** near the entrance and clear out the Scavs below. Then fight your way across the bridge **(5)** as hostile Scavs pour out of the building on the left. As you push ahead, still more enemies emerge on the raised platform **(6)** where the refinery tanks sit. Clear out the area and work your way south to the pumping station **(7)**, a small building on the ground looking out on the polluting pipe.



Now Cybil asks you to go "save the cuties." Arm yourself with a good flesh-burning weapon and a hard-hitting shotgun. Exit the far door and hop down into The Duct. Follow the new area waypoint **(8)** to an Air Dome Generator and turn it on so you have air for the fight. Soon swarms of not-so-cute (and even-more-disgusting) Torks start hatching from their pods and try to eat you. Use your jumping ability to keep out of their jaws and blast the slimy "cuties" into piles of toxic guts. First, kill five smaller "not-so-cute" Torks, then kill the single bigger, tougher, "even-more-disgusting" Tork.



Now you must turn off the toxic flow. Step up to the flow control switches. Each switch has two possible states: RED is CLOSED, and GREEN is OPEN. All five switches must be lit red for the pipe to fully close. Each switch toggles some combination of the switches open or closed. You can keep toggling switches until you stumble onto the solution, or you can use our two-step solution: toggle the middle switch then toggle the rightmost switch. Boom. Pipe closed.



When the area is cleared of Torks, you can return to the Triton Flats Bounty Board and turn in for your reward, which includes your choice of a premium sniper rifle or a grenade mod. But if you're simultaneously tracking the "Grinders" optional mission and already have completed its first part, you can head south of the pumping station to the train tracks and complete that mission's second part, saving yourself a long trip later.

Note: Completing "All the Little Creatures" unlocks a new optional mission at the Triton Flats Bounty Board, "Recruitment Drive."

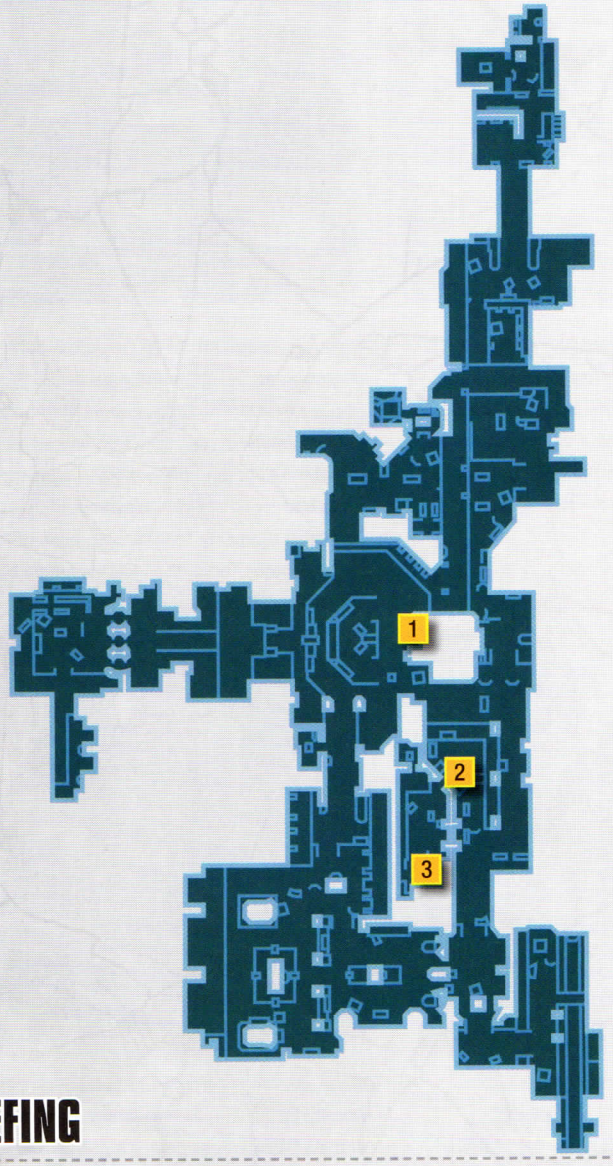
Region	Jack's Office / Hyperion Hub of Heroism
Mission Giver	Jack's Office Bounty Board (Professor Nakayama)
Available	After you complete "Home Sweet Home"
Level	18

AN URGENT MESSAGE

Rescue Professor Nakayama.

MISSION MAP

Hyperion Hub of Heroism



MISSION BRIEFING

Professor Nakayama needs to get an urgent message to Jack, but he's stuck in a detention facility, which certainly had nothing to do with how obnoxious he is. You should probably liberate him. Maybe.

Rewards

TURN IN	MONEY	XP	GEAR
Professor Nakayama (in lockup)	155	3208	Grenade Mod OR Assault Rifle

MISSION WALKTHROUGH

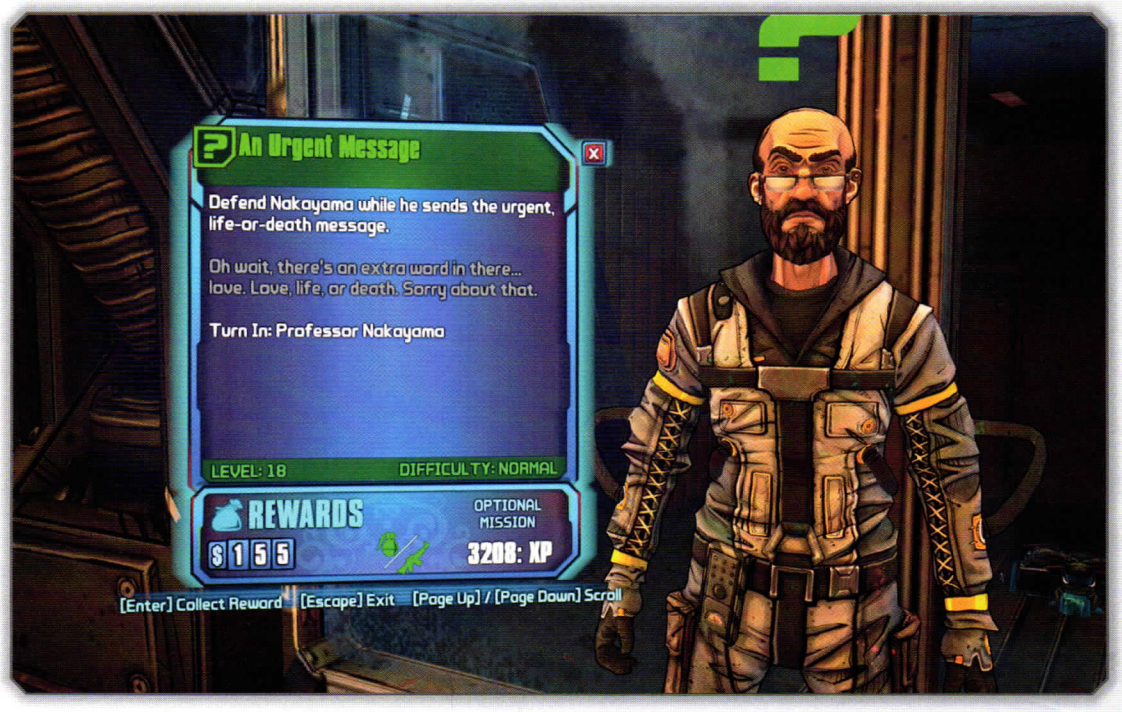
You can pick up this mission from the Bounty Board in Jack's Office immediately after you complete "Home Sweet Home," but it's more efficient to finish the next Story Mission first, "Science and Violence." (That mission ends in Jack's Office, so it's convenient.) Exit from Jack's Office into the Hyperion Hub of Heroism **(1)**. Head south and veer left, fighting your way into the Hall of Helios. After you clear out the guards, open the Harren Lockup door **(2)**.



Slaughter time! Kill every security guard in the place. Laying waste to multiple lives is worth the Professor's freedom, isn't it? Loot the chests then use the intercom outside cell C7-3F543 to talk to Professor Nakayama. He directs you to a nearby terminal.



Climb upstairs and access the glowing terminal **(3)**. Then *shoot* the terminal. Nakayama rushes upstairs in a panic to contact Jack with that urgent message. Meanwhile, you must defend him from another wave of security forces that converges on the lockup. After you clear the room, Nakayama finishes inputting the message. Go hit the Transmit button to upload it to Jack. Done! Turn in to the Professor to pick up your rewards and unlock a follow-up mission, "Paint Job."

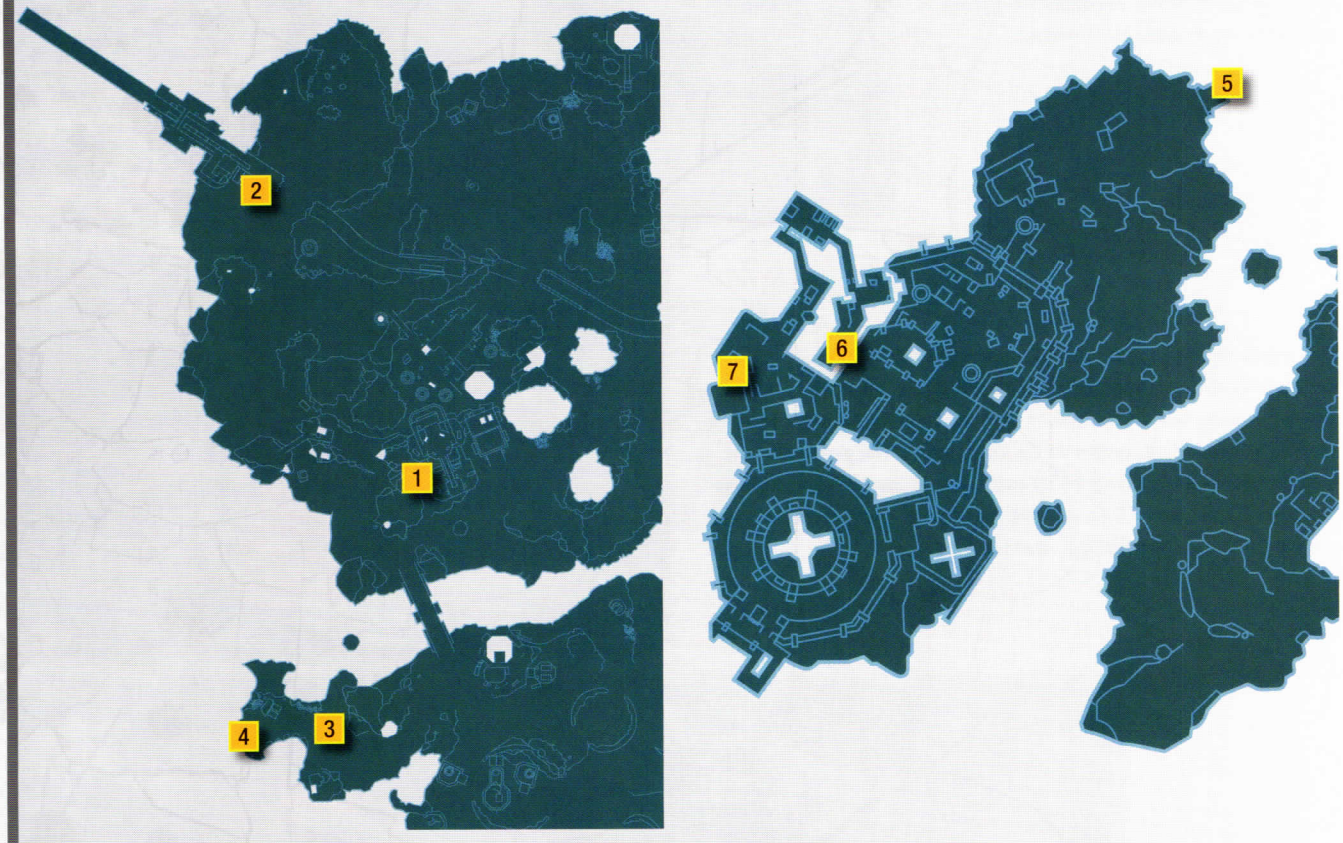


Region	Outlands Canyon / Triton Flats / Crisis Scar
Mission Giver	Davis Pickle
Available	After you complete "Treasures of ECHO Madre"
Level	15

ANOTHER PICKLE

Can you find Pickle's long-lost sister?

MISSION MAP



MISSION BRIEFING

Turns out Pickle's got a long-lost sister named Eliza and he wants you to find her before she gets chewed up and spat out by the unforgiving denizens of Elpis.

Rewards

TURN IN	MONEY	XP	GEAR
Davis Pickle	221	3500	Shotgun

MISSION WALKTHROUGH



When you turn in to Davis Pickle to complete "Treasures of ECHO Madre" he explains that the "Eliza" mentioned by Rabid Adams in that mission is actually Pickle's long-lost sister. He gives you the coordinates to Eliza Pickle's last known location. Go down the hill to the Fast Travel station and teleport to Triton Flats. Then follow the area waypoint to find a Scavenger's ECHO on the ground **(1)** near a wrecked buggy. Pick it up and listen to the last words of a very gullible Scav.

Now head up to Lunar Junction and find a guy named Abbot ranting and raving at the Moon Zoomy station **(2)**. Approach him and give him a quick melee slap as Pickle suggests. Then talk to him to get the tracker's frequency in his stolen vehicle. Slap him again to get the channel number: 27.



Follow the new area waypoint across Vertigo Bridge and west down The Causeway to find a dead woman under Abbot's abandoned vehicle **(3)** and a swarm of Orphan Rathyds. Pickle asks you to pick up her ECHO device without harming the poor orphans. Grab the device to hear that Eliza now has jet fighter keys and probably went to Crisis Scar. Go west to the nearby area exit **(4)** to Crisis Scar. (If you haven't yet unlocked this area exit by opening it from the other side during A New Direction, you'll have to go back down to the southwest exit from Triton Flats to Crisis Scar—the same "side door" that the SC4V-TP unit sent you to earlier. Then hop across the lava channel to the Comm Facility.)



From the Crisis Scar exit **(5)** fight your way through the old Comms Facility, now used as the RedBelly gang's "playce." Cycle on the Air Dome Generators as you move across the main yard and veer rightward into the doorway under the "Rack Off" sign. Be ready for the Badass Outlaw who emerges when that door slides open. Follow the long passage as it winds around to the Power Substation courtyard. Cross the courtyard and climb the stairs to find Eliza and the jetfighter **(7)**. She asks you to fight off three waves of nasty Scavenger gangs while she finishes her repairs on the craft.

Now fight off three successive waves of attackers that include Outlaws, Scavs, Raiders and aggressive, hard-to-target Lunatics who love to get right in your face. The first wave is fairly easy to handle, but the second wave is intense. The third wave is worst of all, but by then Eliza has her jetfighter operational, and she gives you aerial support. Mop up the last of the Scavs then exit the Comms Facility. Use area exits or Fast Travel to return to Davis Pickle in Outlands Canyon and turn in for your rewards, including a sweet new shotgun.

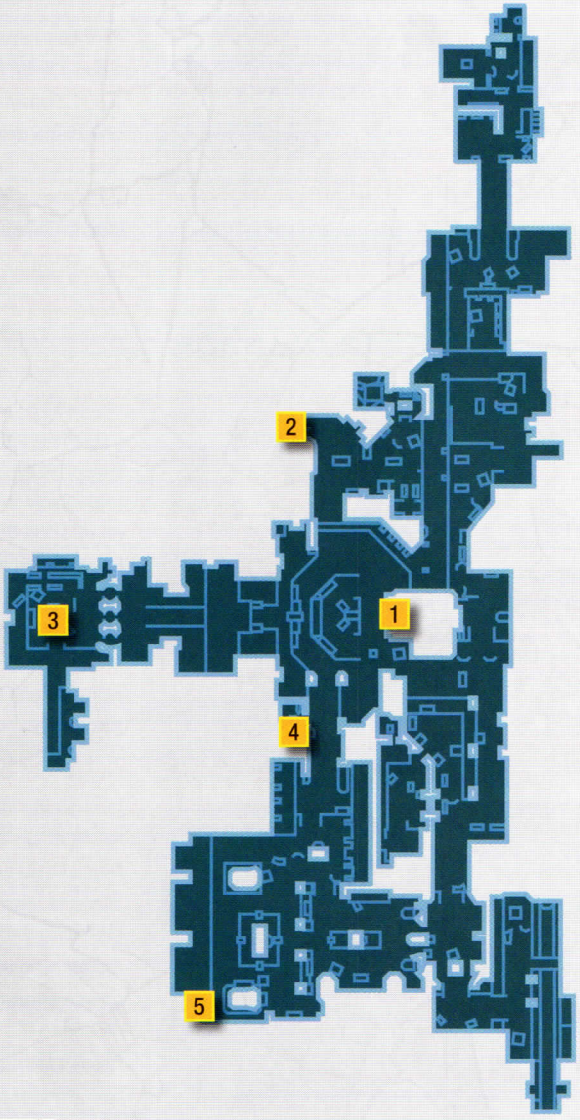
Region	Jack's Office / Hyperion Hub of Heroism
Mission Giver	Jack's Office Bounty Board (Jack)
Available	After you complete "Home Sweet Home"
Level	18

BOARDING PARTY

Collect ECHO log files on the Vault Hunters Jack hired.

MISSION MAP

Hyperion Hub of Heroism



MISSION BRIEFING

Jack did his research before hiring you on to his Vault Hunting crew. He's left the files around the Hyperion Hub of Heroism, and wants you to pick them up before the Lost Legion finds them, just in case.

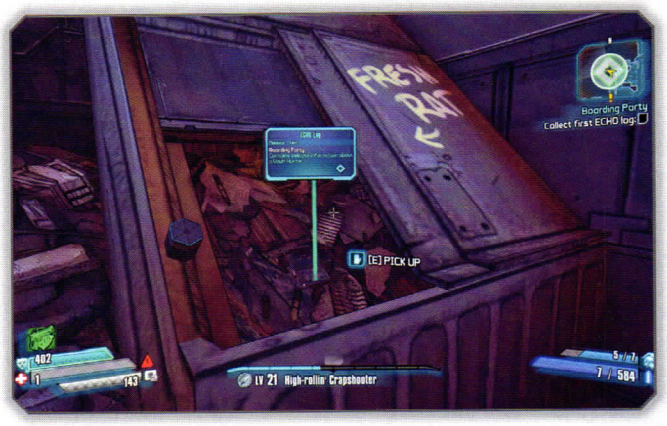
Rewards

TURN IN	MONEY	XP	GEAR
Jack's Office Bounty Board	5 Moonstones	1604	N/A

MISSION WALKTHROUGH

You can pick up this mission from the Bounty Board in Jack's Office immediately after you complete "Home Sweet Home," but it's more efficient to finish the next Story Mission first, "Science and Violence." (That mission ends in Jack's Office, so it's convenient.) Exit Jack's Office to the Hyperion Hub of Heroism **(1)** and head north to the area waypoint **(2)** in the World of Shopping area. The first ECHO log is stashed inside a garbage bin behind a red security field. Simply boost-jump over the field, smash the bin's lock with a melee hit, and pick up the log to hear some of Athena's backstory.

Hop back over the red field and follow the next area waypoint to the Helios Immigration Station **(3)** area. Look up and spot the sparking video monitor. If you shoot it, the monitor falls to the floor along with a dead functionary clasping the second ECHO log in his cold dead hand. Pick it up to hear the dirt that Jack dug up on Nisha.







The next area waypoint is in the robot repair shop **(4)** near the entrance to the Hall of Helios. Enter and open the glowing chest to find the ECHO log. Pick up the log to hear what Jack has on Claptrap.



The last area waypoint is on top of the waterfall **(5)** down in the southwest corner of the Hall of Helios. Getting there is a tough battle with Lost Legion guards (including a Dahl Powersuit). Once you clear the area, jump up onto the low ledge on the left side of the waterfall. Walk down to the door on your right that has a glowing button. Hop over and use the button to open the door partially, then crouch to get under it. Follow the maintenance duct around to the waterfall and pick up the ECHO log to get the scoop on Wilhelm. Now you can turn in back at the Bounty Board in Jack's Office to collect your rewards.

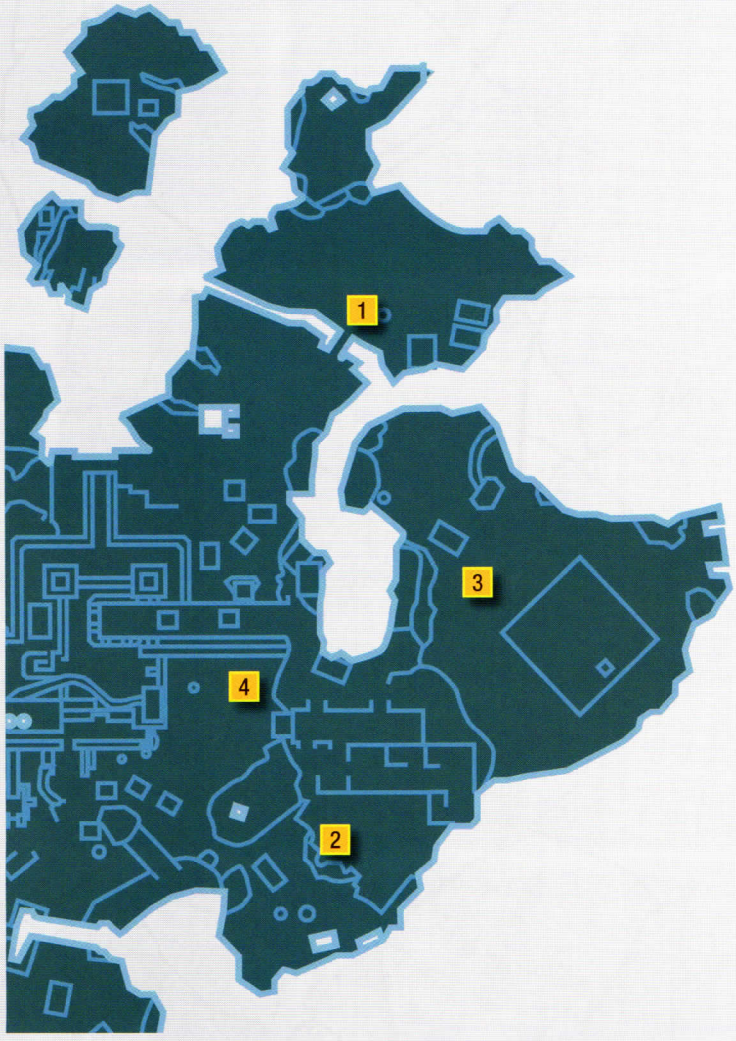
Region	Outlands Canyon
Mission Giver	Tog
Available	After you complete "A New Direction"
Level	12

BOOMSHAKALAKA

Help Dunks Watson fulfill his dream of scoring the ultimate slam dunk.

MISSION MAP

Outlands Canyon



MISSION BRIEFING

Dunks Watson is planning the most awesome slam dunk ever, but he hasn't got a ball! He's asked you to help him find his lucky ball.

Rewards

TURN IN	MONEY	XP	GEAR
Tog	157	792	Skin Customization

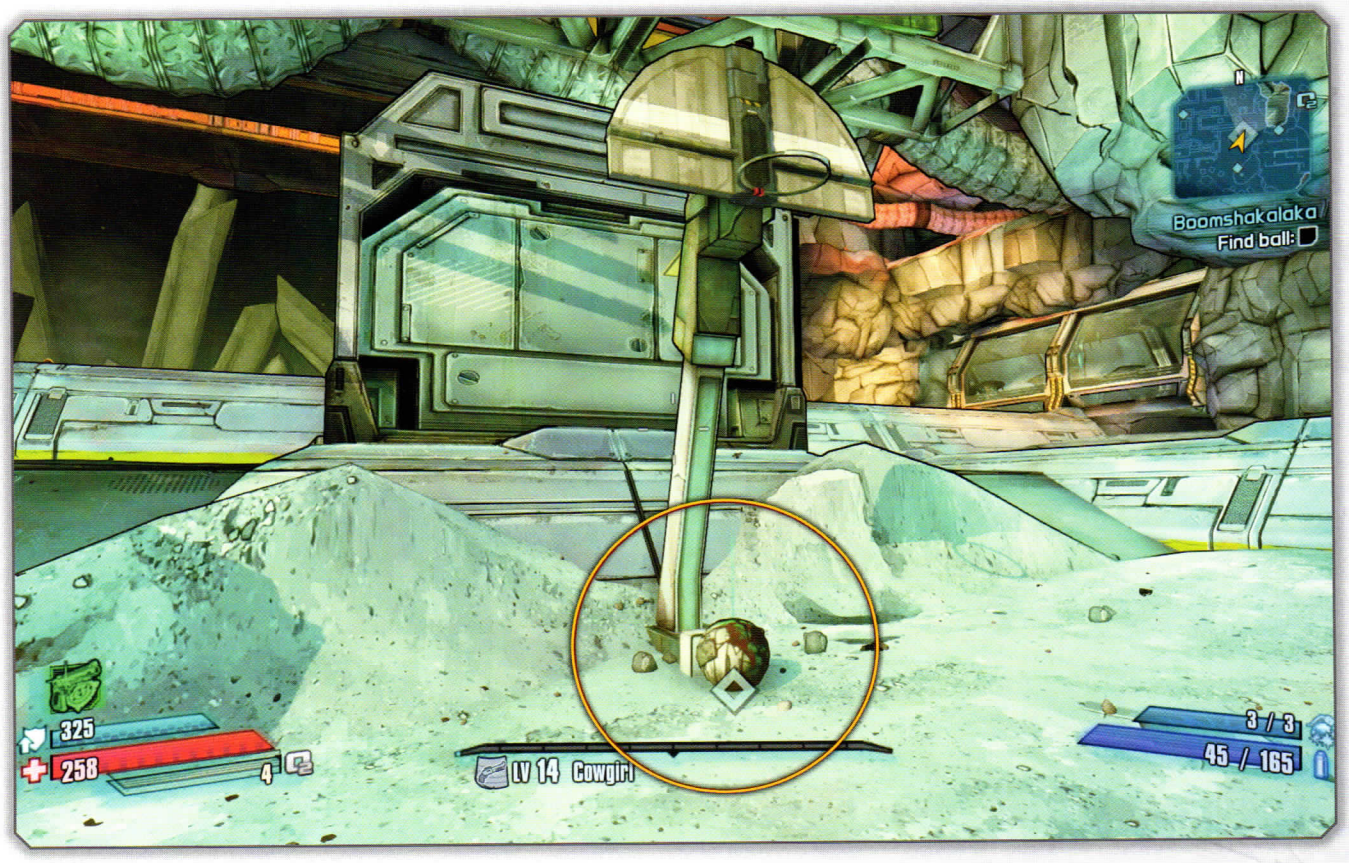
MISSION WALKTHROUGH

This mission unlocks when you complete "A New Direction." After you enter Outlands Canyon **(1)** in the early stages of the next story mission, "Intelligences of the Artificial Persuasion," fight your way south from the area gate into the Research Facility then veer east around a frozen methane pond **(2)**. Continue along the rock ledge beyond until you reach two guys standing in a brightly lit air dome **(3)** next to a basketball court. One of them is Dunks Watson, interstellar basketball star. The other (with the yellow Mission Available icon over his head) is a sports reporter named Tog.





Pick up the mission from Tog, but Dunks does the talking. He asks you to find his lucky basketball so he can perform the greatest dunk in history. Follow the new objective marker **(4)** back to the Research Facility and find the basketball on the ground by another basketball hoop. Your approach draws immediate attention, as two Lunatics burst out of the hut behind the hoop. Gun them down and snag the ball.



Hustle back to Dunks and give him the ball. Then watch his "monumentous" attempt at the ultimate slam. Talk to Tog to turn in and collect your rewards. This automatically triggers the accept/decline screen for the follow-up mission, "Space Slam."

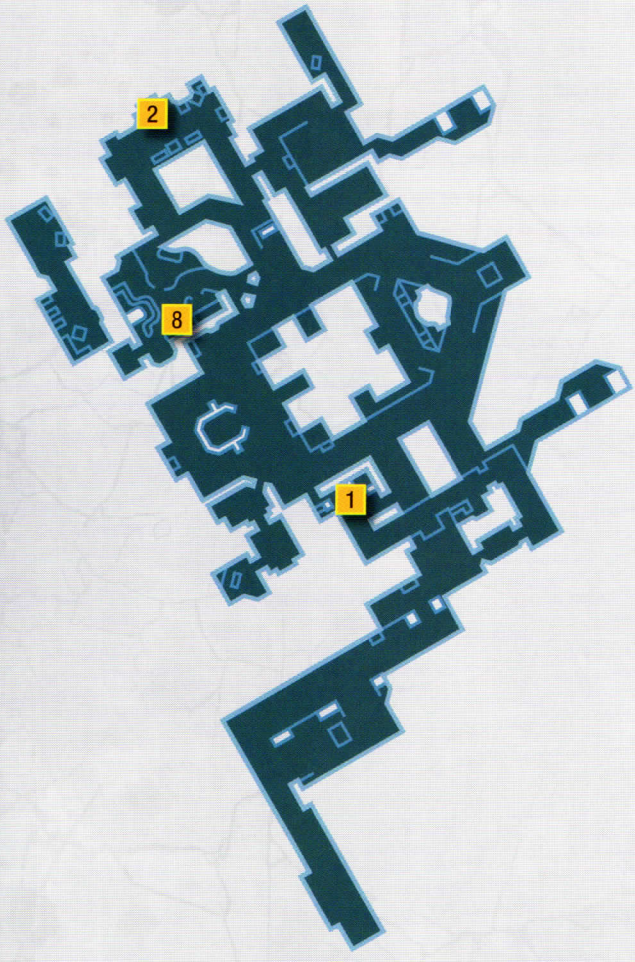
Regions	Concordia / Triton Flats
Mission Giver	Nurse Nina
Available	After you complete "A New Direction"
Level	11

BUNCH OF ICE HOLES

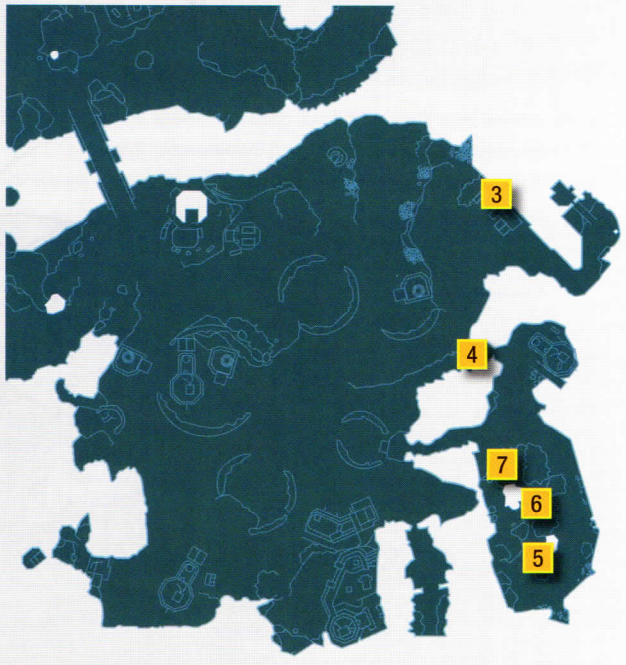
Collect special ice for Nurse Nina from Frozen Gulch.

MISSION MAP

Concordia



Triton Flats



MISSION BRIEFING

Nina's refrigerator has broken down. She's in dire need of special ice that'll keep important medical stuff, as well as lunch, chilled for an unusually long time. Grab the drill, head to Frozen Gulch out in Triton Flats, and start drilling.

Rewards

TURN IN	MONEY	XP	GEAR
Nurse Nina OR B4R-BOT	140 (280)	2727 (4772)	Rifle OR Shotgun

MISSION WALKTHROUGH

After you complete the story mission "A New Direction," go talk to Nurse Nina in her Jab N Go clinic **(1)** in Concordia. Her medical refrigerator is on the blink, so she needs some "special ice" to keep organs and things cool. Pick up the big Ice Drill next to the HEALZ! vending machine by the door. Then exit Concordia into Triton Flats via the downstairs exit **(2)** near the Black Market.







When you arrive in Triton Flats **(3)**, be sure to check the nearby Bounty Board. (If you come here right after completing "A New Direction" you'll find the optional mission "To Arms!" newly unlocked.) Head outside and grab a buggy at the Moon Zoomy, then drive south following the objective marker until you can take a sharp left down a narrow ravine into Chunder's Hole **(4)**. From there, proceed on foot into Frozen Gulch **(5)**.

BONUS OBJECTIVE

Note the blue bonus objective listed. If you manage to kill three of the big floating Shugguraths of Ice during your drilling operation in Frozen Gulch, you significantly increase the money and XP rewards earned for the mission.



As Nina explains, the ice from the frozen lakes here is special. Deadly cold-weather creatures lurk here too, unfortunately. Head downhill and turn on the Air Dome Generator. Then follow the marker to the spot in the frozen lake where you must place the ice drill **(5)**. Stay off the ice as much as possible; it drains your shield very quickly and hurts a lot! Hop to the spot, place the drill, and hop off the ice as fast as possible.

After you place the drill the first time, get ready to fight off nasty Freezing Rathyds and chilling Shugguraths of Ice. Both species resist Cryo damage, so use fast-firing guns that fire incendiary or explosive ammo.



When the drill finally extracts a core of ice, pick up the ice chunk, then pick up the drill and move it to the second location **(6)**.



Again, fight off the ice monsters while the drill extracts another ice core. When it finishes the job, once again grab the ice chunk, move the drill to the third spot **(7)**, and repeat the process one more time. But this time a Giant Shuggurath of Ice bursts up through the ice surface and steals the drill! Shoot down the big squiddy beast and its Rathyd minions then pick up the ice core that it drops. Find the drill too.

During the drilling process, Moxxi's B4R-BOT robot bartender makes an offer for the special ice. Return to Concordia and make your choice: either give the ice to Nina at her clinic **(1)** for a sweet Rifle, or deliver the ice to B4R-BOT **(8)** in Moxxi's Up Over Bar to get a premium Shotgun.

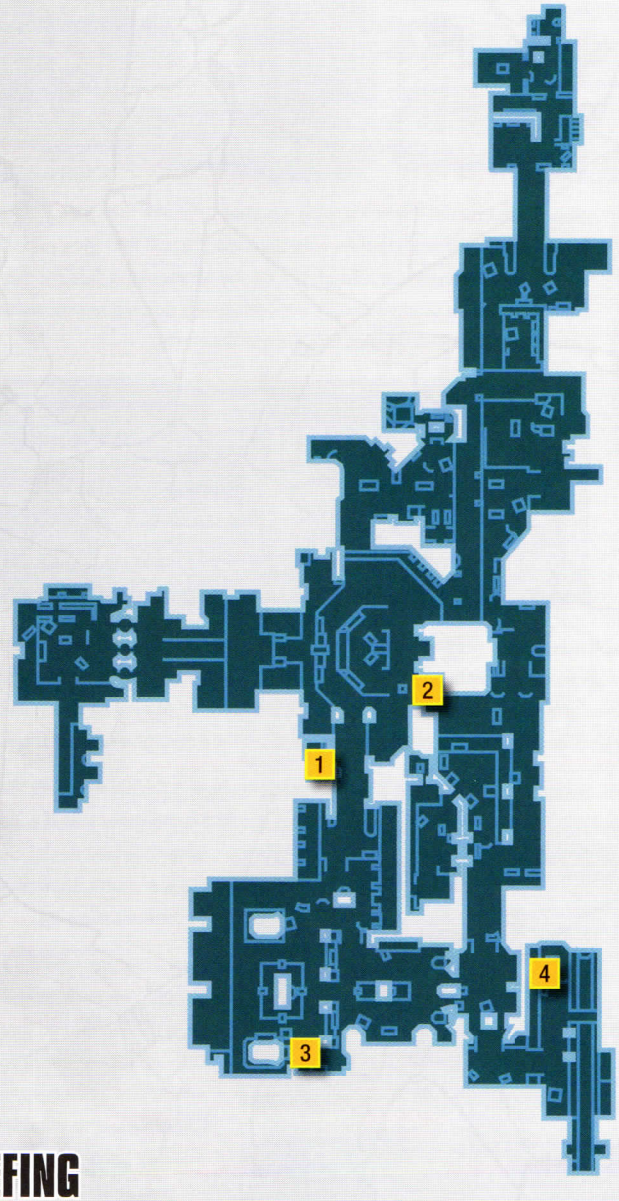
Region	Hyperion Hub of Heroism
Mission Giver	R-0513
Available	After you complete "Science and Violence"
Level	18

CLEANLINESS UPRISING

Assist R-0513 in her campaign against filth.

MISSION MAP

Hyperion Hub of Heroism



MISSION BRIEFING

R-0513 ("Rosie"), the matron of clean, wants you to find her AWOL cleaning bots and inspire them to go back to work. Inspirational tactics may include (but are not limited to) assault, battery, and reverse psychology.

Rewards

TURN IN	MONEY	XP	GEAR
R-0513 Unit	155	4812	Head Customization

MISSION WALKTHROUGH

After you complete "Science and Violence," you can head from Jack's Office into the Hyperion Hub of Heroism and visit the robot repair shop **(1)**. Enter and talk to the R-0513 cleaning unit (known as "Rosie") to pick up the mission. Her cleaning crew is missing, and she wants you to create messes so her crew will return.

Head over to the waste basket **(2)** next to Jack's Office entrance and knock it over to attract a cleaning bot. Pick up the bot for R-0513 then head down to the waterfall area at the southern end of the hall **(3)**. Look up and find the glowing water pipe. Shoot it to spill water. Again, snag the cleaning bot that arrives.





Now head east into the Inner Hull transportation area that's under construction. Go through the open Tram 5 doorway and clear out the Lost Legion security crew. Then find and shoot the pair of glowing oil barrels **(4)** to make one last mess. Pick up the cleaning bot that arrives then head back to R-0513 in the repair shop **(1)** to get your rewards.



DAHL COMBAT TRAINING: ROUNDS 1 TO 5

Survive the slaughter waves! (Pre-order DLC only)



After you complete "A New Direction" and start "Intelligences of the Artificial Persuasion" in the main story, you visit Outlands Canyon in your search for the junk trader Davis Pickle. After you enter the region's entry gate **(1)**, head south then east to find, of all things, a basketball court. Also, just beyond that, you find an Abandoned Training Facility **(2)** built into the sheer rock face.

Enter the facility and cross the rickety bridge to the entry chamber where a hologram of a big head appears over a control panel **(3)**. This is the TR4NU console. Pick up the first training mission from the TR4NU hologram, which issues an odd set of orders.

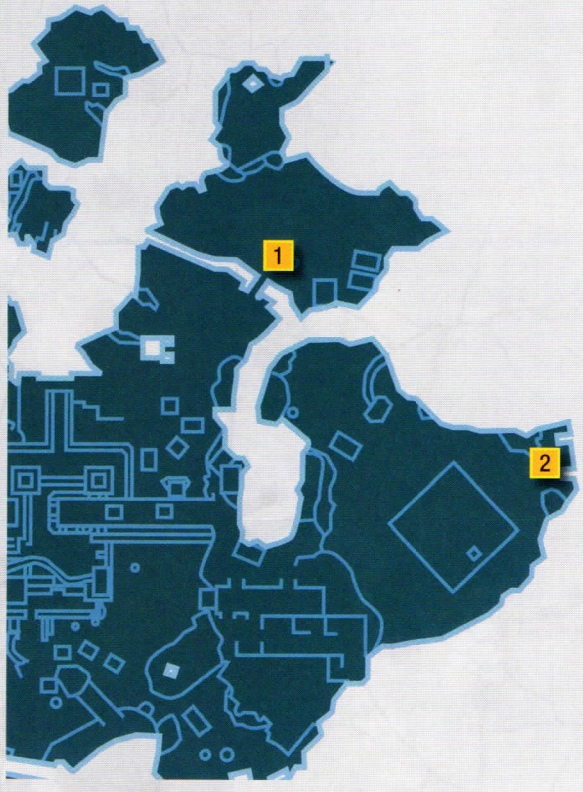


In all, five successive combat training rounds are available. Each is listed as a separate mission on your in-game My Mission list. But they all take place in the same Abandoned Training Facility so we group them together here under the same mission maps.

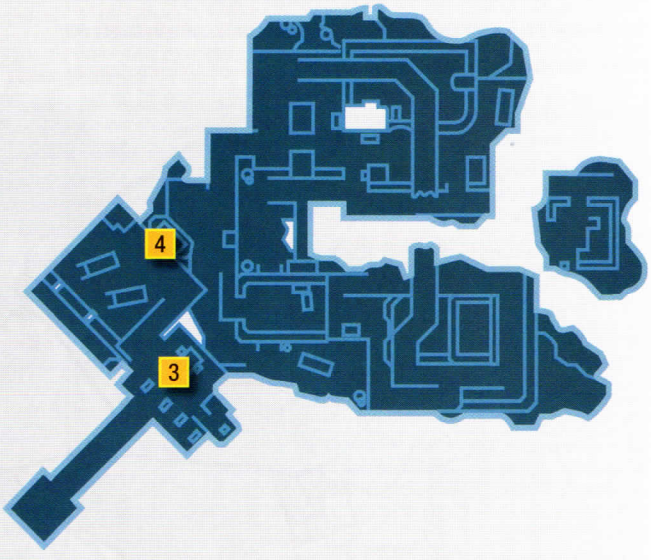
All five exercises are similar in design—you fight the same basic Scav varieties in each one—but the enemies level up higher in each successive challenge. Thus the intensity ramps up significantly as the Scavs become more lethal.

MISSION MAP

Outlands Canyon



Abandoned Training Facility



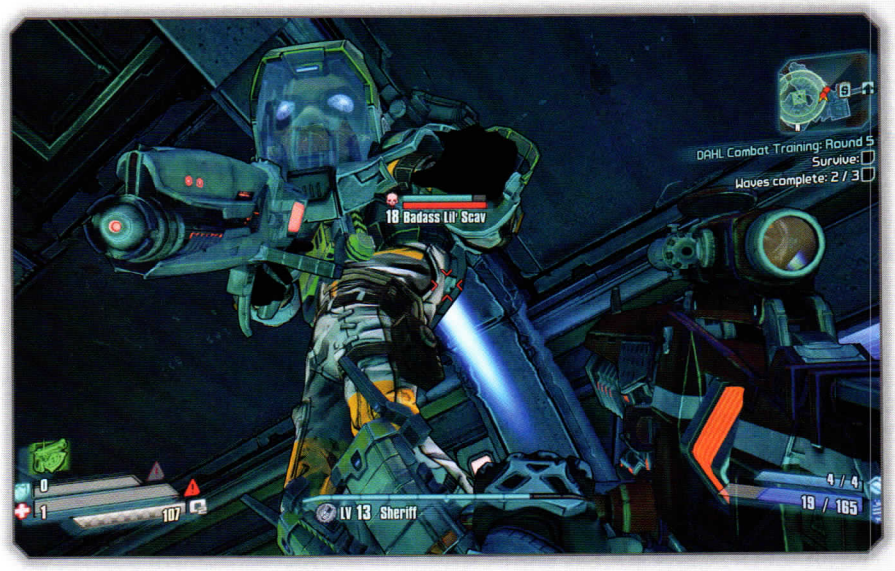
DAHL COMBAT TRAINING: ROUND 1

Region	Abandoned Training Facility (Outlands Canyon)
Mission Giver	TR4NU Console
Available	After you complete "A New Direction"
Level	11

Rewards

TURN IN	MONEY	XP	GEAR
TR4NU Console	70	136	N/A





Head down the stairs to the left of the TR4NU console and get on the elevator **(4)**. Press the control button to ride down to the arena level. As you move out into the facility, you trigger the training sequence. The mission objectives here are to survive and defeat three waves of increasingly tough, aggressive Scavs who want to disembowel you. Nice "training" exercise, eh? Note also that air is available in only a few rooms and corridors in the facility, so you must monitor your oxygen levels as you fight. Watch out for impediments that can slow you down like Cryo Vines. Nothing is worse than trying to duel with a brutal Raider while frozen and moving like a particularly slow snail.

Each time you finish off a wave, the TR4NU makes some sort of response—he certainly has his own unique idiom—and then the next wave immediately deploys. The first wave features Scavs, Raiders, and lots of Lunatics. Some are shielded, but most aren't. Keep a shock weapon handy anyway. The second and third waves add Outlaws to the mix; use corrosive weapons to melt their armor.

Remember, these are *training* missions:

- TRAIN YOURSELF TO USE YOUR MINIMAP FOR QUICKLY MARKING ENEMY LOCATIONS.
- THE ARENA IS MULTI-LEVELED, SO NOTE ANY ARROWS WITHIN RED ENEMY ICONS THAT INDICATE WHETHER A FOE IS ABOVE OR BELOW YOU IN ELEVATION.
- KEEP ON THE MOVE IN COMBAT UNLESS YOU'VE FOUND GOOD COVER.
- FIND THE AIR-FILLED ROOMS FOR OZ KIT REPLENISHMENT, AND REMEMBER WHERE THEY'RE LOCATED.
- LOOK FOR TOXIC BARRELS TO DETONATE WHEN ENEMIES GET NEAR THEM.
- THIS IS ALSO A GREAT PLACE TO TRY OUT NEW WEAPONS AND GEAR. EXPLORE YOUR ARSENAL AND EXPERIMENT WITH DIFFERENT SHIELD AND OZ KIT COMBINATIONS.

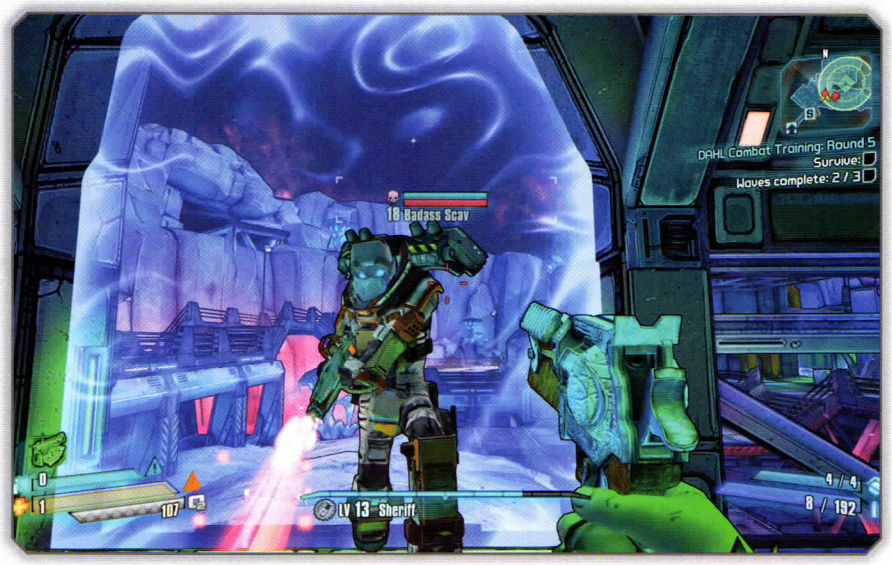
After you complete Round 1, you can take the elevator back upstairs and turn in at the TR4NU console for your reward. But we highly recommend that you spend some quality time exploring the Abandoned Training Facility *before* you turn in. Get to know it well. You have four more rounds of combat available to you here, and each round is considerably more difficult than the last. Your chances for survival increase as your knowledge of the facility's layout expands.

DAHL COMBAT TRAINING: ROUND 2

Region	Abandoned Training Facility
Mission Giver	TR4NU Console
Available	After you complete "DAHL Combat Training: Round 1"
Level	11

Rewards

TURN IN	MONEY	XP	GEAR
TR4NU Console	140	681	Moonstone Cluster



Round 2 triggers automatically when you turn in for your Round 1 rewards at the TR4NU console **(3)**. This second round is similar to Round 1 in the variety of Scav enemies you face. Scavs, Raiders, and Lunatics attack in the first wave; the second and third waves add Outlaws and Lil' Scavs. (Be sure to check out our review of these Scav types in our bestiary chapter, **Peeling the Scavs**.) When you clear all three waves, go back to the TR4NU console and turn in for your rewards.

DAHL COMBAT TRAINING: ROUND 3

Region	Abandoned Training Facility
Mission Giver	TR4NU Console
Available	After you complete "DAHL Combat Training: Round 2"
Level	13

Rewards

TURN IN	MONEY	XP	GEAR
TR4NU Console	353	1820	Oz Kit or Class Mod



Here we go again. After completing Round 2 at the TR4NU console **(3)**, the next round automatically starts. This mission is rated at Level 13, so make sure you're ready. Restock at the gun, ammo, and health dispensers, if necessary. Then head back to the elevator to ride down to the deadly downstairs arena.

As in previous rounds, you start out facing Scavs, Raiders, and Lunatics in the first wave—although these dudes are statistically tougher. They swarm more, so make liberal use of crowd control tactics such as ground-slams, tossing grenades, and your character's awesome Action Skill. Outlaws join the training in the next waves. Kill them all, and then return to the TR4NU console for rewards.

DAHL COMBAT TRAINING: ROUND 4

Region	Abandoned Training Facility
Mission Giver	TR4NU Console
Available	After you complete "DAHL Combat Training: Round 3"
Level	15

Rewards

TURN IN	MONEY	XP	GEAR
TR4NU Console	1108	3500	Skin Customization

After completing Round 3 at the TR4NU console **(3)**, Round 4 automatically starts. This is a Level 15 challenge, so it's quite a jump from the previous round. You may need to exit the facility and complete other missions, leveling up a few times before returning to continue the training.



As in all three previous rounds, you face Scavs, Raiders, and Lunatics, then Outlaws and the occasional Lil' Scav in the follow-up waves. Use the combat tactics you've employed in the previous rounds, but pay more attention to finding safe corners and nooks (preferably in air-filled rooms) where you can recharge your shield and grab a quick breather. As always, using your Action Skill in tight situations makes everything easier. Blast through all three waves then return to the TR4NU console for rewards.

DAHL COMBAT TRAINING: ROUND 5

Region	Abandoned Training Facility
Mission Giver	TR4NU Console
Available	After you complete "DAHL Combat Training: Round 4"
Level	17

Rewards

TURN IN	MONEY	XP	GEAR
TR4NU Console	1390	5806	Shield

This final training sequence is triggered immediately after you complete Round 4. Nothing fancy here—same arena, same Lunatics, Raiders, Scavs, and Outlaws, many of which are heavily shielded Badass versions, especially in the third wave. This is a pure slugfest with little room for error unless you've leveled up past rank 17. If you're more than one level **below** 17, exit the facility and continue playing the story or other optional missions until you're at least level 16 before coming back.



By now you should know the layout well, and know where to jump and run when things get dicey. If you stay put in one place too long, bad guys tend to congregate with overwhelming firepower. Keep on the move to string them out, turn suddenly and pick off the lead chasers, then jump away again. The training facility has plenty of ramps and walkways that you can loop around in a circuit to keep enemies spread out.

When the last Scavenger finally falls, head back to the TR4NU console for his last rewards, including a very nice shield.

Region	Jack's Office/ Veins of Helios
Mission Giver	Jack's Office Bounty Board
Available	After you complete "Trouble with Space Hurps"
Level	23

DON'T GET COCKY

Access the Hyperion Turret.

MISSION MAP

Veins of Helios



MISSION BRIEFING

For some reason, the Hyperion Board of Directors has bestowed upon your venture a shipment of armaments from Pandora. The catch is, you have to make sure it gets here unscathed. Tassiter has given you an access code to a turret defense station. Head to the defense turrets and prepare.

Rewards

TURN IN	MONEY	XP	GEAR
Supply Platform	274	4934	Shotgun OR Sniper Rifle

MISSION WALKTHROUGH

After completing "Trouble with Space Hurps" you can pick up this mission at the Bounty Board in Jack's Office. Get to the Veins of Helios. Work your way through the Inner Hull and across to the center island **(1)** as you did in "Science and Violence." Hop off the island's northwest corner to the rooftop marked on your map by the area waypoint.



Climb up the ramp to the rightmost jump pad **(2)** and use it to reach the small Supply Platform **(3)** floating way off in the distance. When you land, use the green button on the railing to summon a worker bot that hauls in the weapons container. Then hop atop the glowing turret gun and get in the gunner's seat.

Your goal is to clear out four chunks of debris to protect the bot and the incoming shipment. Start shooting...and don't get cocky, kid. Blast the debris in front of the bot as it hauls the container, and pick off the Dahl fighters and meteors. When the container makes it through the debris field you can hop out of the turret and turn in at the glowing consoles on the platform.





Region	Tycho's Ribs / Triton Flats
Mission Giver	ECHO Recording
Available	After you complete "Eye to Eye" and start "The Beginning of the End"
Level	26

DON'T SHOOT THE MESSENGER

Deliver the message.

MISSION MAP

Triton Flats



MISSION BRIEFING

You picked up a mysterious ECHO with instructions to deliver it to a waiting messenger. Use the coordinates included and go find this person named "Hanna."

Rewards

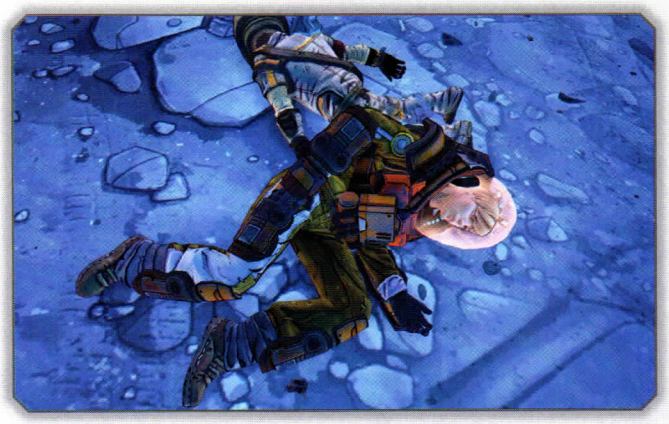
TURN IN	MONEY	XP	GEAR
Brittania (in Concordia)	1542	6126	Sniper Rifle

MISSION WALKTHROUGH

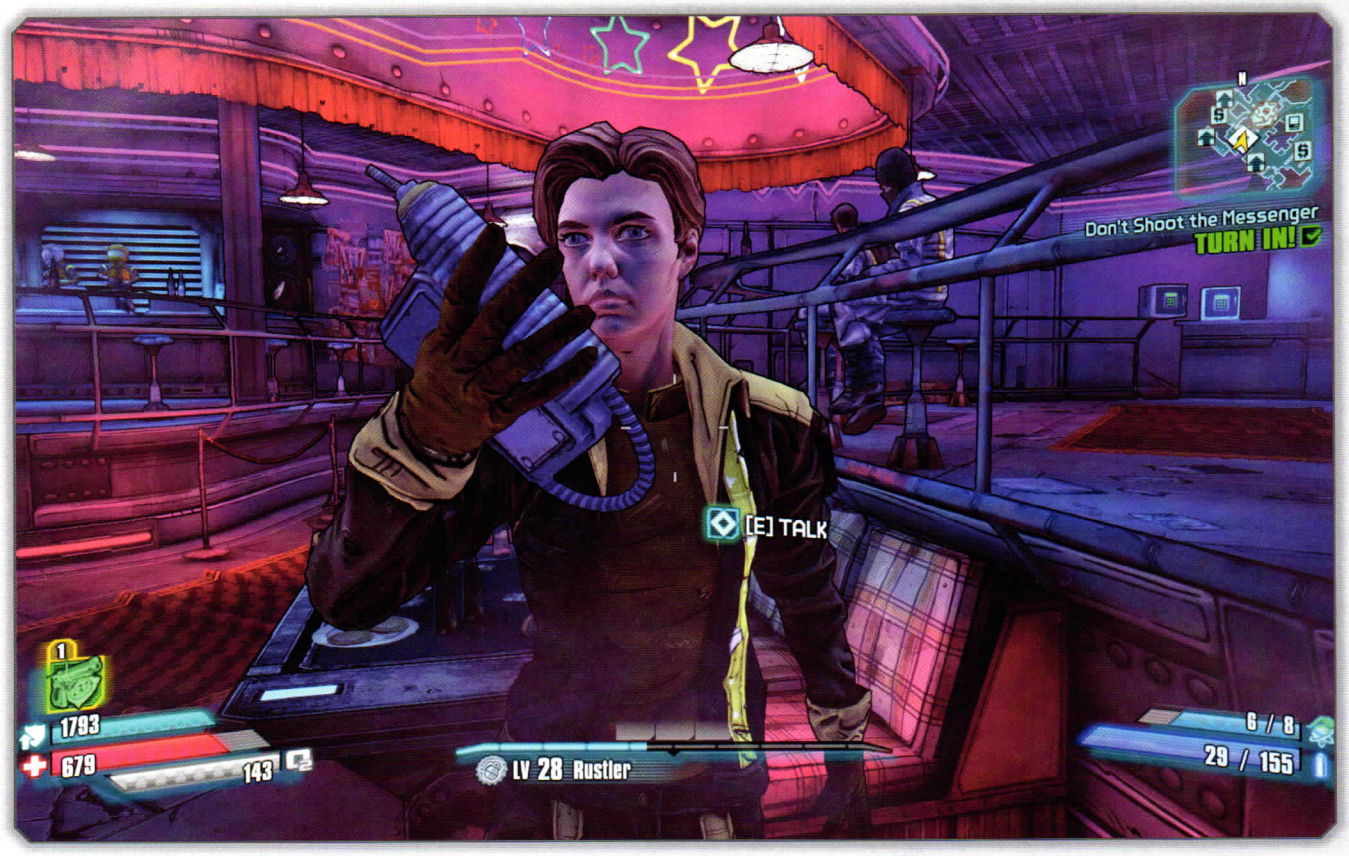
This mission unlocks when you complete "Eye to Eye" but you won't reach the trigger until late in the next story mission, "The Beginning of the End." When you reach the shield-busting cannon in Tycho's Ribs for that mission, follow the yellow exclamation icon off to the side to find a fallen soldier next to a note scrawled on the ground: "Hanna—Triton Flats." Pick up the ECHO recording and accept the mission.

Here you should go back to tracking the story mission, "The Beginning of the End." Keep going until you reach Eleseer, then use the Fast Travel station near the area entrance to teleport to Triton Flats **(1)**. Grab a vehicle at the Moon Zoomy station and drive north into The Pale, marked by the area waypoint on your map. Find Hanna **(2)** next to the Air Dome Generator at The Wreck of the Dundee. Kill the Scavs in the area, turn on the air dome, and talk to Hanna.





She's fading fast, but she manages to send you with the ECHO recording to a "girl in black" waiting at the Up Over Bar in Concordia. Drive back to the Fast Travel station **(1)** and teleport to Concordia. Go upstairs into Moxxi's bar and find the girl named Brittania sitting alone at a table. Give her the ECHO. After the recording plays, talk to Brittania again to pick up your rewards.



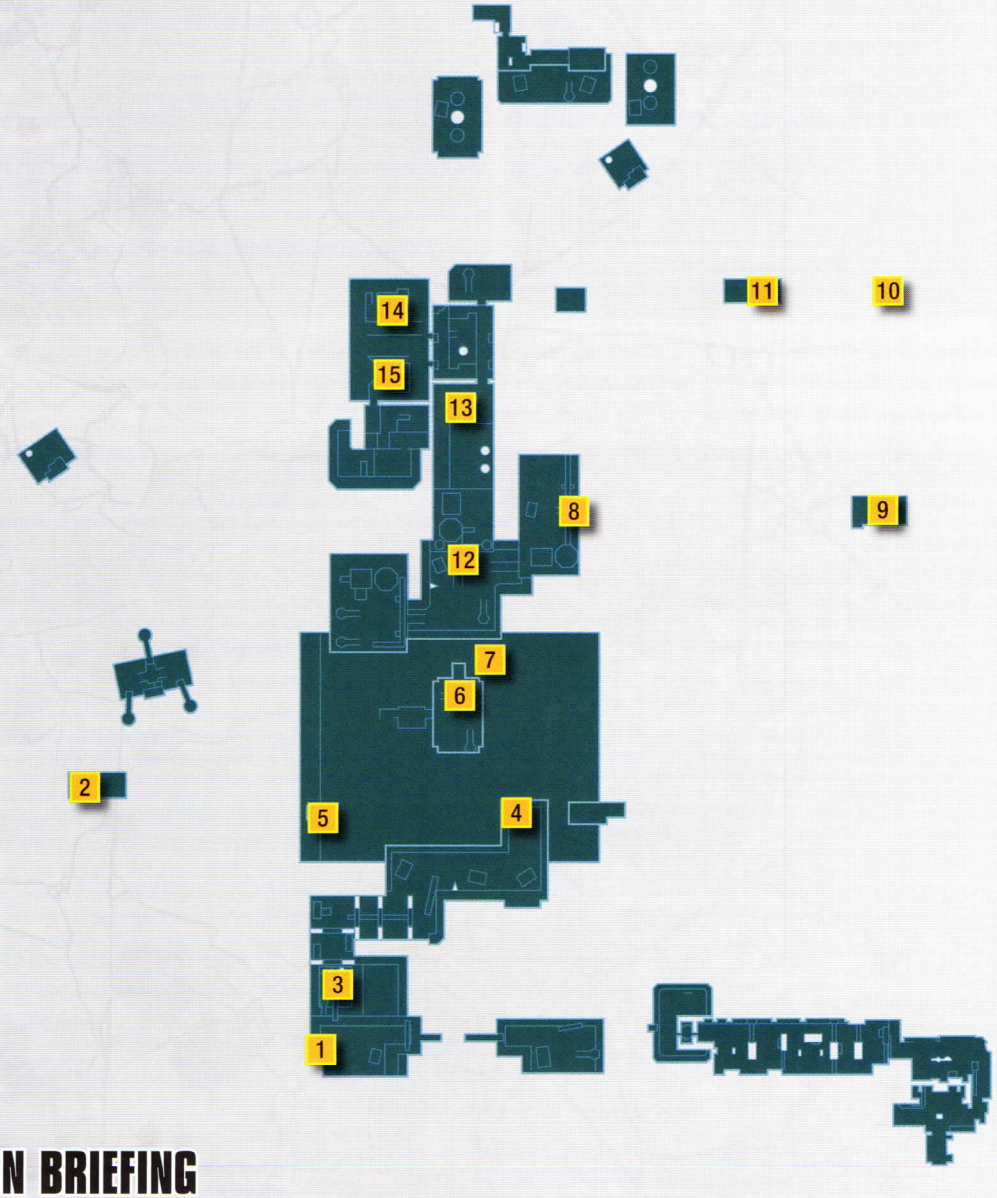
Region	Veins of Helios
Mission Giver	Bounty Board in Jack's Office (Tassiter)
Available	After you complete "Trouble with Space Hurps"
Level	23

ERADICATE

Build a race of killer robots for Tassiter.

MISSION MAP

Veins of Helios



MISSION BRIEFING

Tassiter has some intel on an infested Lost Legion soldier he wants killed, but he wants to do it himself, with his own robots. Help him build a killer bot to do his dirty work, and don't you dare say "measuring contest."

Rewards

TURN IN	MONEY	XP	GEAR
Jack's Office Bounty Board	548	9869	Oz Kit OR Pistol

MISSION WALKTHROUGH



From the Bounty Board in Jack's Office where you pick up this mission, travel to the Hyperion Hub of Heroism and proceed to the area exit into the Veins of Helios. Work your way through the Veins as you did in "Watch Your Step" until you reach the platform overlooking the big circular shaft. This time, instead of jumping down the shaft, climb up the nearby ramp to a jump pad **(1)** that propels you out to a small platform **(2)**. There you find the Laser Drill (circled in our screenshot) on top of a shipping container. Hop up and grab the drill then use the jump pad to bounce back to **(1)**.



Now you can jump down to the bottom of that big circular shaft **(3)** again. As you did in "Watch Your Step," hop your way through rooms until you emerge onto the exterior platform. Use the jump pad **(4)** to reach a smaller platform with another jump pad **(5)**. Then use that pad to reach the central island that has two jump pads. Step up to the east-facing pad **(6)** and look straight up.





See that big hole in the structure directly above you? This jump pad propels you up through that hole. Keep looking up as you step onto the pad so you can see when you've cleared the hole and then Oz-boost a bit to land on the structure's floor. If you miss and fall back through the hole, just let yourself drop straight back down to the island and try again. Find the Cranial Interface (circled in our screenshot) hanging on the instrument panel and grab it.

Now comes a tricky but really fun jump. Stand on the northeast edge of this floor and watch the big platform spinning **(7)** just slightly below you. Your next target is that rooftop **(8)** to the right of the Central Maintenance building—it has a jump pad that you must use. The spinning platform seems to be rotating randomly, but it actually aligns itself into the perfect jumping ramp to that roof every few rotations (as seen in our screenshot). So if you time it just right, you can hop over onto the spinning platform as it rotates into a ramp, and then make a boosted jump across to the rooftop.

Now use the rooftop jump pad **(8)** to reach another jump pad **(9)** that in turn propels you to a big strut **(10)** that doesn't appear as a structure on your Mini-map (or ours). Follow the strut west to the Communications Platform **(11)** where you collect the Sensor Array that you need. Cycle on the Air Dome Generator there too—you're probably very low on oxygen by now. Then use the jump pad to leap back to the rooftop **(8)** and drop down to the courtyard in front of Central Maintenance **(12)**.

Enter Airlock **2** into Central Maintenance and fight your way to the scanner **(13)** where you can scan the Laser Drill, the Cranial Interface, and the Sensor Array so that you can build Tassiter's robot. Climb the nearby ramp to the glowing console and use it to fabricate the bot.



The stupid CL4P-L3K unit starts shooting you, and follows wherever you go. Track the area waypoint through the infested area to lead the bot to Tassiter's target, an infested Dahl soldier named Eghood the Engineer **(14)**. Try to let CL4P-L3K kill Eghood as a bonus objective, but if it's too frustrating, just kill Eghood yourself.

When Eghood falls, you have a choice: you can either destroy Tassiter's annoying bot, earning a unique Oz Kit, or just secure it, earning a Pistol. To secure it, work your way back to the glowing console **(15)** and use it to seal the doors. Now you can turn in at the Bounty Board in Jack's Office.





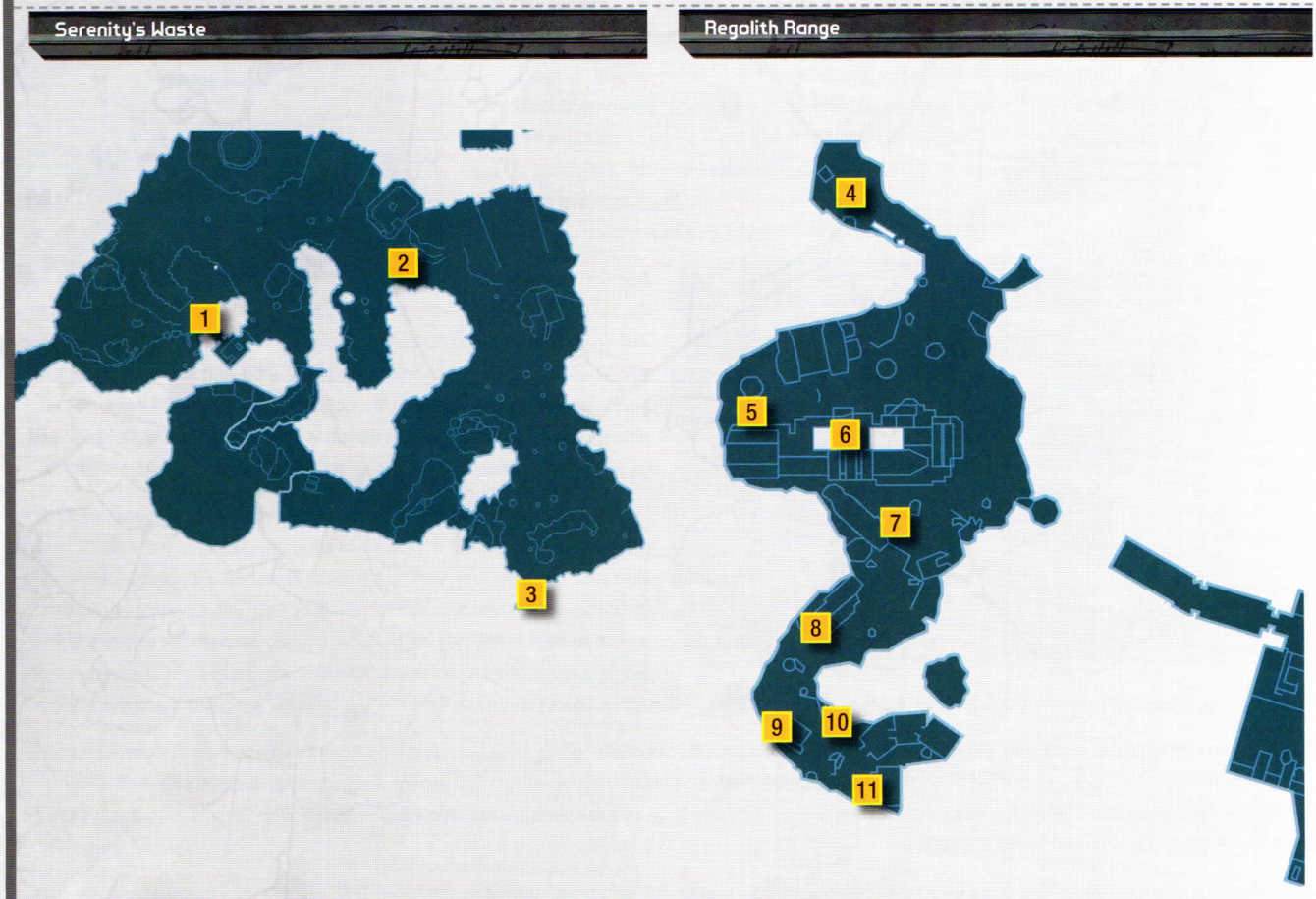


Regions	Serenity's Waste / Regolith Range
Mission Giver	Janey Springs
Available	After you complete "Land Among the Stars"
Level	3

FOLLOW YOUR HEART

Take the order of inspirational posters to Deadlift's place.

MISSION MAP



MISSION BRIEFING

Springs needs you to take some posters to Deadlift to remind him that it is what's inside that counts. That is to say, probably some lint and excess protein, but whatever. Take the posters to his area and get someone to sign for them.

Rewards

TURN IN	MONEY	XP	GEAR
Janey Springs	28	160	Pistol OR Rifle

MISSION WALKTHROUGH

Pick up this mission from Janey Springs on the upper level of her Serenity's Waste camp **(1)** after completing and turning in the optional mission "Land Among the Stars." She says Deadlift (the guy she wants killed in "Marooned") has ordered some of her black market inspirational posters. She hands you the delivery confirmation form on a clipboard. Take it then head downstairs to pick up a stack of "motivational materials" next to the printer.



Janey needs you to get the delivery confirmation signed before you put up the posters around Deadlift's hideout, a ship in the Regolith Range region. Open your ECHO Device map (or check out our mission map) to see your next destination, the area exit to Regolith Range down in the southeast corner of Serenity's Waste. Travel there by heading northeast first **(2)** then working your way down the valley as it slowly curves south to the region exit **(3)**. Be ready to encounter Kraggons. Don't let them chase or knock you over cliffs into the lethal lava lakes along the way.



After you reach Regolith Range **(4)**, exit the cave and follow the objective icon southwest to Deadlift's ship. Fight through the gang of Lunatics and Scavs then go to the back of the ship, where it's lowest **(5)** (near the oxygen source). Hop atop the hull and climb up to see the Scav sentry on the raised platform across the way.

Make a big Oz kit-boosted jump to the platform and approach the Scav **(6)**, who is labeled "Delivery Confirmationist." After his less-than-friendly greeting, give him the clipboard. Then give him the package of posters. Then kill him.

Unfortunately, the lousy Scav doesn't have the common decency to drop the posters neatly when shot. Instead, they scatter. Now you must pick up all five. Most are easy to collect, but some may drop to the ground and require searching. Once gathered, the posters must be placed around the ship area—the spots are marked on your ECHO Device map and our mission map above. Some posters are easy to place, some require jumps, and the whole process gets regularly interrupted by hostile Scavs.

Fight your way around the front of the ship. The first poster spot **(7)** is next to a doorway, low and easy to reach. The second spot **(8)** is up high on the hull and requires a simple jump to place. The third spot **(9)** is also up high and calls for a boosted jump. The fourth spot **(10)** is near the top of the vertical strut at the junction of two power lines. The last poster location **(11)** is low, next to another door. Check out the last poster, too.





Once all five posters are in place, you can retrace your route back to Janey at her Serenity's Waste camp **(1)** for the reward. Or, if you haven't completed "Marooned" yet, continue on toward your fateful meeting with Deadlift.

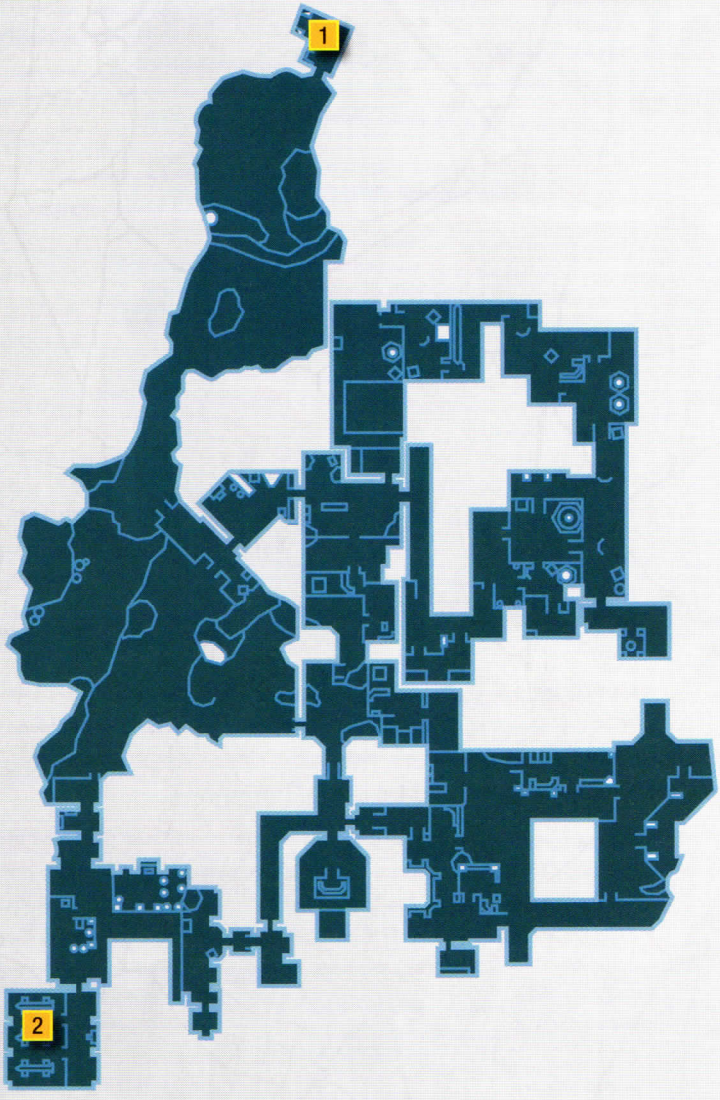
Region	Research and Development
Mission Giver	Dr. Minte
Available	After you complete "Science and Violence"
Level	20

FRESH AIR

Find out what Dr. Minte wants from you.

MISSION MAP

Research and Development



MISSION BRIEFING

Doctor Minte is freaking out. He needs your help. Just wait one second…

Rewards

TURN IN	MONEY	XP	GEAR
Dr. Spara	390	7719	Skin Customization

MISSION WALKTHROUGH

This darkly amusing little mission unlocks when you complete "Science and Violence," but the best time to pick it up is while you're in Research and Development completing "It Ain't Rocket Surgery" for Dr. Spara. That mission takes you up to the Stalker Biome's observation room **(1)** where you meet Dr. Minte.

Dr. Minte has something he wants you to do. But first, he needs to crack a window because the room is stuffy. Follow him. When he does this window-cracking...well, we won't give away the punchline. Just know that your only task here is to shut the window. Now you can turn in to Dr. Spara to get your reward back in the Advanced Propulsion Weapon Testing lab **(2)**.



Regions	Concordia / Triton Flats / Stanton's Liver
Mission Giver	Janey Springs (in Concordia)
Available	After you complete "A New Direction"
Level	11

GRINDERS

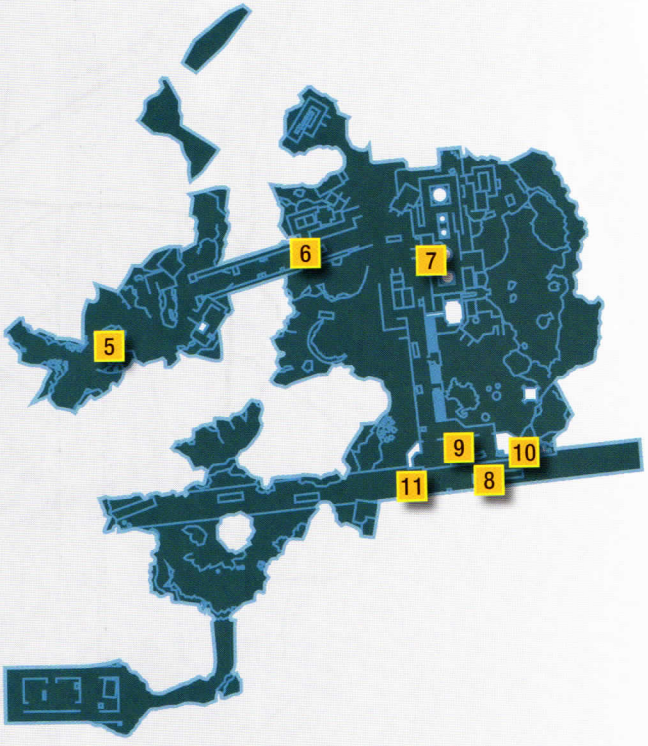
Find spare parts for Springs' Grinder machine.

MISSION MAP

Triton Flats



Stanton's Liver



MISSION BRIEFING

Springs' Grinder has broken down and requires spare parts. She gives you the location of two Grinder machines out on the moon's surface, both stolen by Scavs. Find them and scavenge their parts.

Rewards

TURN IN	MONEY	XP	GEAR
Janey Springs	140	2727	Skin Customization

MISSION WALKTHROUGH

Pick up this optional mission from Janey Springs in her Concordia business office immediately after completing the story mission "A New Direction." Janey's Grinder unit is on the blink and needs spare parts, which are rare. She sends you to "investigate" (scavenge from) a pair of stolen Grinders currently in the possession of Scav gangs. As she puts it: "Let's go shopping!" Exit her office and use the nearby area exit into Triton Flats **(1)**.

The first stolen Grinder is stashed in the back of a Scav moon buggy out on the flats. Grab your own buggy from the Moon Zoomy station near the exit and follow the area waypoint **(2)** southwest from Diemen's Crater down into the Burraburra hollow. You find the "Grinder Buggy" careening around the area, shooting things. Hunt it down and destroy it, then drive through the debris to find the unassembler linkage. You can just drive over it to pick it up.

Janey says the second stolen Grinder is in the camp of "some feral Scavs called the Boosters." You also pick up an optional mission objective added in blue to your objectives list: "...don't ask nicely." Head north across Vertigo Bridge **(3)** and work your way across northern Triton Flats to the jump pad **(4)** that propels you up to the area exit into Stanton's Liver.

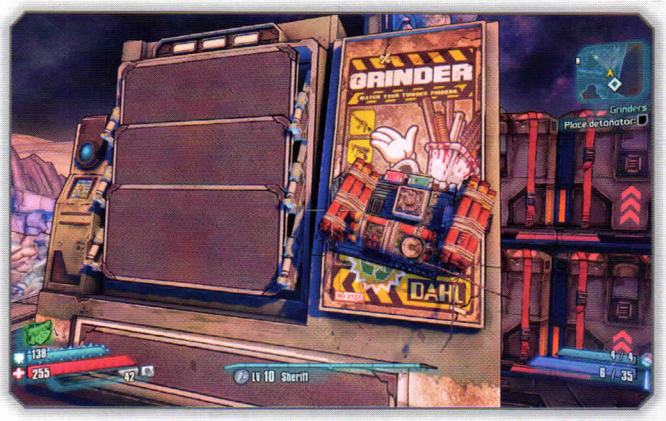
As you move past the Dahl Refinery Complex sign, you get a warning from the Scav leader named Rooster Booster. Set up with a sniper rifle on the first overlook **(5)** near the plant's entrance and clear out the Scavs below. Then fight your way across the bridge **(6)** as Scavs pour out of the building on the left. As you push ahead, still more enemies emerge on the raised platform **(7)** where the refinery tanks sit.

Now move south down the long raised walkway toward the area waypoint at the train tracks **(8)**. You can see the Scav Grinder that you seek (circled in our screenshot); it sits atop the train depot, glowing greenly. The depot and tracks are crawling with big Outlaws, Raiders, and Scavs, plus a few of the annoying lil' versions of these.

When all Scavs are eliminated, jump atop one of the train cars sitting on the tracks then hop over onto the depot roof to reach the Grinder **(9)**. Springs tells you to smash it and get the recombiner matrix, but when you try, nothing happens. However, Rooster Booster finally shows up carrying a load of dynamite.

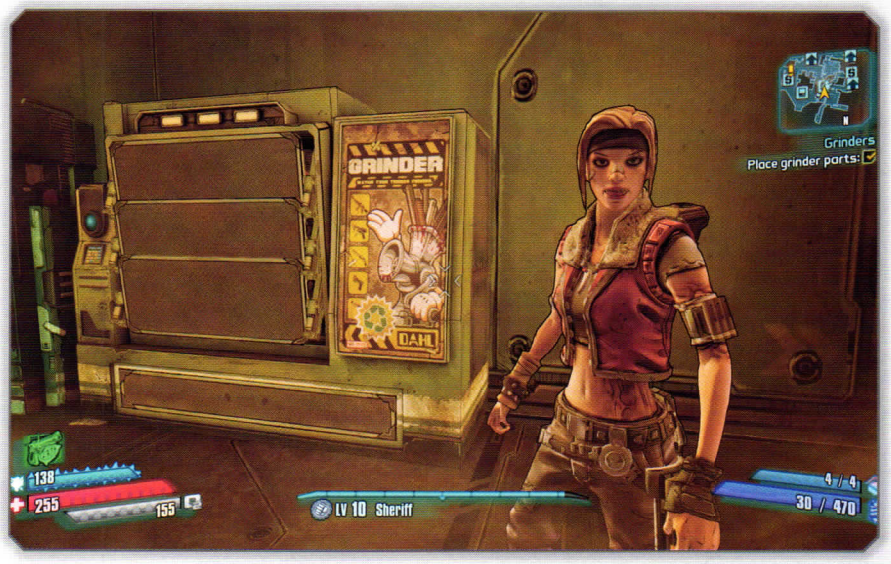
Gun him down and gather up all three packs of explosives he dropped on the rooftop and tracks. Find the detonator **(10)** a short distance down the tracks. Hop back up onto the depot roof and plant the explosives on the Grinder. Hop off the roof and follow the train tracks to the marked spot **(11)**. Place the detonator there, and use it to blow up the Grinder. Return to the rooftop to pick up the recombiner matrix. Whew!





Now hustle back to the area exit into Triton Flats then return to Concordia. Go back to Janey Springs in her Emporium office, follow her over to her Grinder, and place the new parts in it. You've unlocked the Grinder! Go into Janey's office; grab the three weapons on her desk; then return and access the Grinder. In the Grinder interface, open your backpack to select one of the three weapons and place it in the Grinder queue; repeat with the two other weapons.

Finally, press the Grind button shown onscreen to whip up a new weapon. (Take it if you want.) Listen as Janey explains that you can add Moonstones to get the best possible items. Turn in to Janey to get your reward, which includes a customized skin.



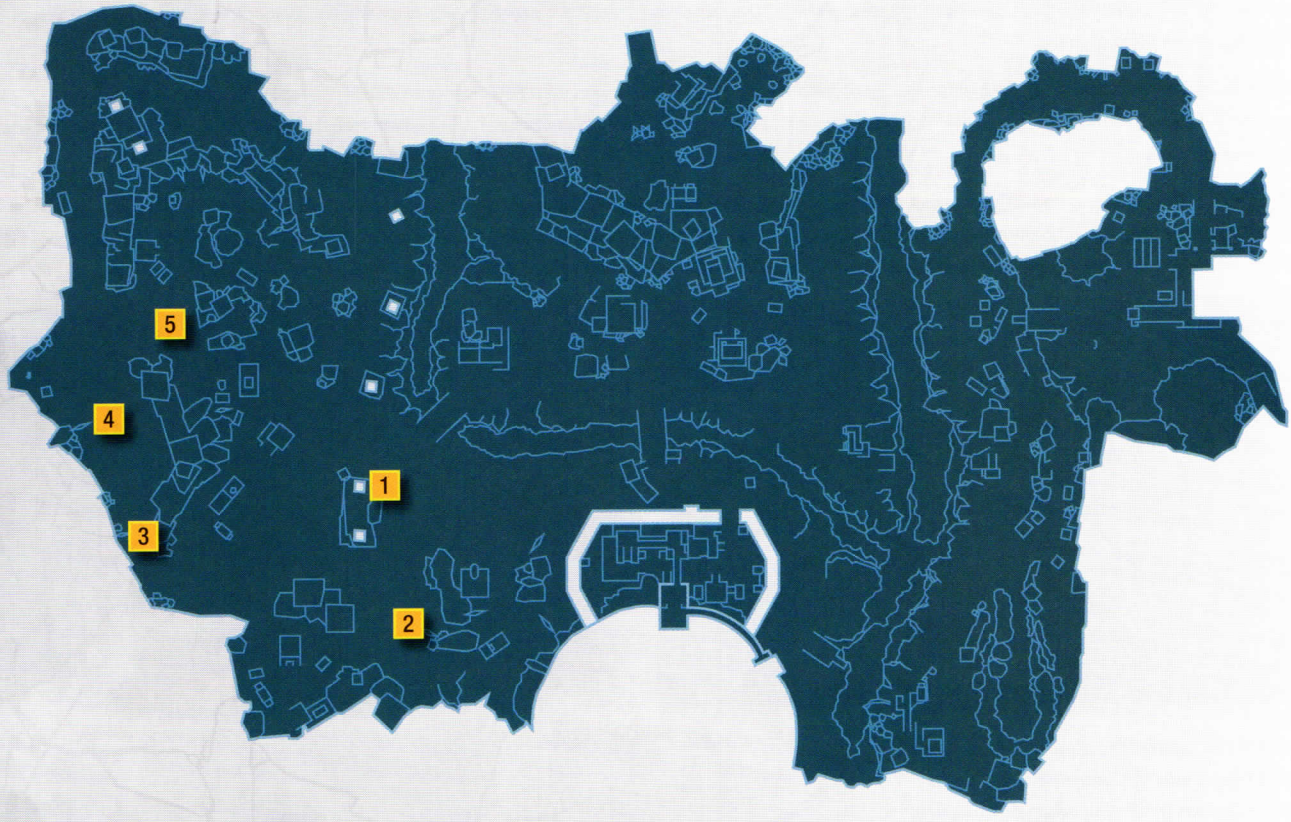
Region	Vorago Solitude
Mission Giver	Sterwin
Available	After you complete "The Beginning of the End"
Level	29

GUARDIAN HUNTER

Hunt down Guardian Wraiths with a rather enthusiastic local.

MISSION MAP

Vorago Solitude



MISSION BRIEFING

A local by the name of Sterwin has entrusted you to help capture some different types of Guardian Wraiths. To do so, you need to equip his special monster-trapping grenade mod. To capture a Wraith, attack it until it drops below 25% health and then use a grenade on it.

Rewards

TURN IN	MONEY	XP	GEAR
Sterwin	541	14861	Shield OR Assault Rifle

MISSION WALKTHROUGH

After you complete the final story mission, "The Beginning of the End," you can find Sterwin **(1)** in Vorago Solitude. He wants you to help round up some Eridian Guardians. He gives you a special grenade mod to trap wounded targets. He wants one Guardian Wraith in each of its possible elemental forms: fire, shock, corrosive and cryo.

Open your Inventory and equip the special grenade mod called Homing Monster Trap. The damage inflicted is low so your grenade won't kill the weakened Eridian target. Instead, it sucks the transformed Wraith into a trap by converting the being into a digital format.

Follow Sterwin to the ECHO area waypoint just south of Sterwin's shack **(2)**. A Guardian Wraith up ahead transforms into its fire elemental form, the Smoldering Wraith. Shoot him until his shield goes down and you knock his health bar down to a quarter. Then quickly toss a trap grenade. If it works, go pick up the grenade. (An objective icon marks it in your field of view, so it's easy to find.)







Now follow Sterwin over to the next waypoint **(3)** to trap a Corrosive Wraith. Follow the same process as with the last target. Follow Sterwin to get the shock version **(4)**, called a Static Wraith. Then top off your collection with a cryo version **(5)** called a Cryo Wraith.

When you've got all four types trapped, head back to Sterwin's shack **(1)**, the "pick-up point." Now you have a choice: you can hand the Wraiths over to the Master Poacher at the shack; just talk to him to do so. Or you can kill the Master Poacher and let Sterwin have the Wraiths. Either way, you turn in to Sterwin to collect your rewards. If you killed the poacher you get a nice shield, but if you gave him the Wraiths you get an assault rifle.



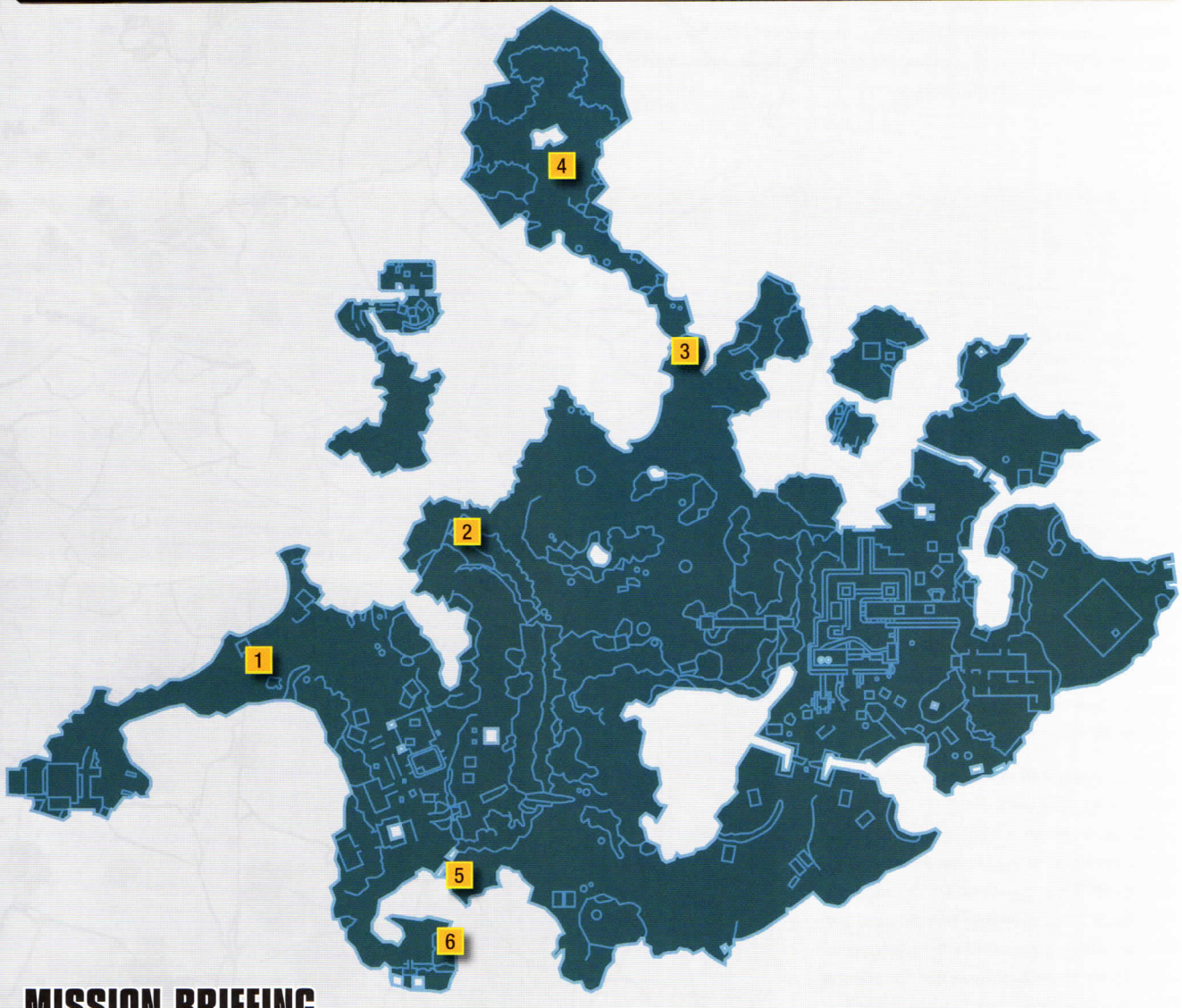
Region	Concordia / Outlands Canyon
Mission Giver	Concordia Bounty Board (Sir Hammerlock)
Available	After you complete "Treasures of ECHO Madre"
Level	11

HOME DELIVERY

Help Sir Hammerlock smuggle some creatures down to Pandora.

MISSION MAP

Outlands Canyon



MISSION BRIEFING

Sir Hammerlock, a zoologist on Pandora, has requested your assistance in capturing and exporting some moon critters. It's dangerous and sort-of-kind-of-not-really-within-the-realm-of-legal-per-se…so, right up your alley!

Rewards

TURN IN	MONEY	XP	GEAR
Concordia Bounty Board	281	1363	Sniper Rifle

MISSION WALKTHROUGH

Pick this up from the Concordia Bounty Board. The famed zoologist Sir Hammerlock is looking for specimens of a creature he calls the moon thresher. Your first objective is to find a creature nest. Use the nearby Concordia Fast Travel station to teleport to Outlands Canyon **(1)**. Head downhill to Bogan's Warren but veer to the left, climbing the rock ledges behind the buildings then dropping down onto the Moon Zoomy station **(2)**. Drive northeast through The Crater of Misplaced Enthusiasm toward the area waypoint on your map. You reach a scary-looking greenish tunnel **(3)**. Looks pretty nest-ish, doesn't it?

Dismount, go inside and drop down the cliff walls. (Note the convenient jump pad at the bottom.) Then proceed into The Re-Remembered Cave **(4)**. Also note the freezing methane puddles and clumps of freezing Cryo Vines growing not far from the lava pool. What a crazy place Elpis is.





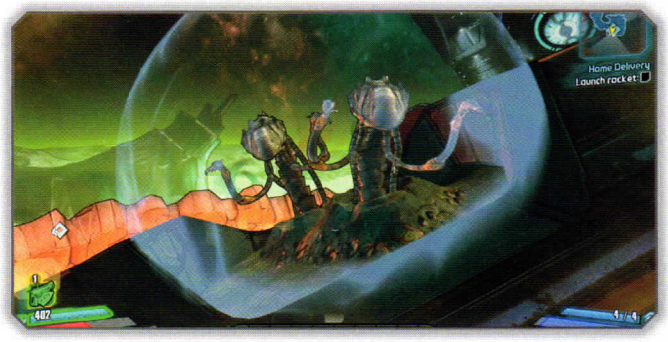
When you spot the threshers, Sir Hammerlock explains that you need the little ones, not the parents. So your next task is to kill the six adult Wormhole Threshers in this cave. Target their eyes and tentacle joints for critical hits. They burrow down then rise up from the ground right in your face, so meet each emerging beast with a nice shotgun blast to the eye socket.

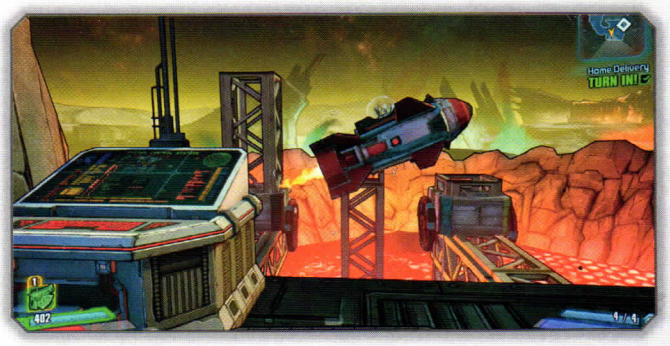
When all six big Wormhole Threshers are dead, you need to capture two of the smaller Tadpole Threshers. To do this, you must freeze them. Just hang out near any one of the Cryo Vines in the cave. When the baby threshers pop up near the vines they freeze. The moment you see a frozen thresher body part (head or tentacle), go grab it! It will thaw shortly, so hurry.





Once you've collected two thresher samples for Sir Hammerlock, exit the nest using the jump pad. Sir Hammerlock sends you next to see a guy named Seymour who handles the smuggling of the thresher specimens. Work your way back south to the Bogan's Warren gate **(5)** and enter. But veer left down the narrow canyon instead of going into town. The path leads you to Seymour's Silo; enter the air-filled hut and talk to Seymour himself **(6)**. Follow his instructions by planting the thresher specimens in the rocket outside. Aren't they cute? Use the nearby glowing console to ship them off to Pandora. Then go back inside the hut to collect your reward from Seymour.





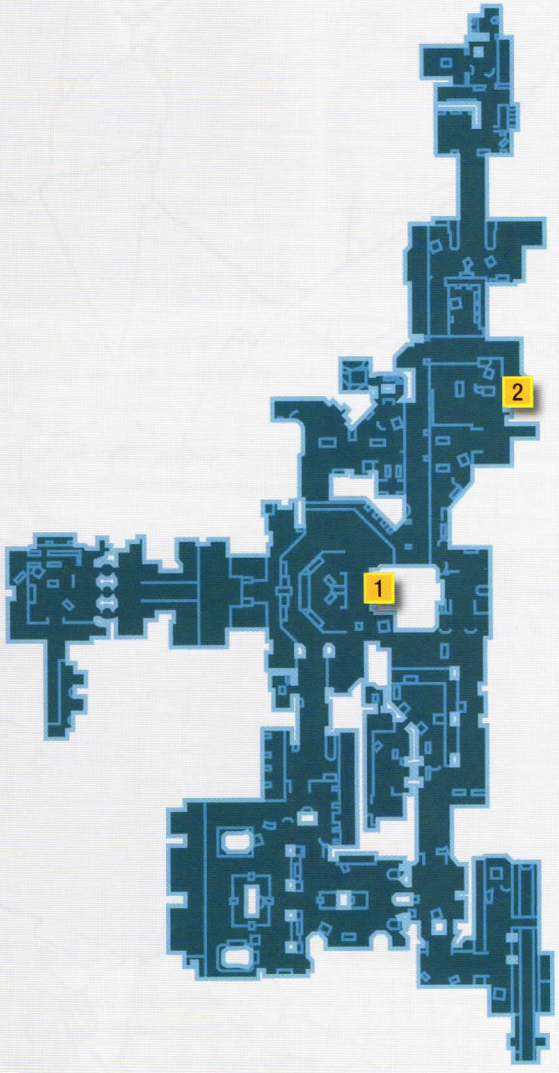
Region	Jack's Office / Hyperion Hub of Heroism
Mission Giver	Helios Bounty Board (Jack)
Available	After you complete "Home Sweet Home"
Level	18

HOT HEAD

Cool off the angry employee.

MISSION MAP

Jack's Office/Hyperion Hub of Heroism



MISSION BRIEFING

There's a very angry individual locked in a closet somewhere in the Hyperion Hub of Heroism, and Jack wants you to calm him down. You just have to find him first.

Rewards

TURN IN	MONEY	XP	GEAR
Helios Bounty Board	311	3208	N/A

MISSION WALKTHROUGH



You can pick up this mission from the Helios Bounty Board in Jack's Office immediately after you complete "Home Sweet Home," but it's more efficient to finish the next Story Mission first, "Science and Violence." (That mission ends in Jack's Office, so it's convenient.) Exit from Jack's Office into the Hyperion Hub of Heroism **(1)**. Follow the area waypoint northeast into the World of Shopping area and find Dean **(2)** locked in a closet. Press the glowing door button to open the closet.

After Dean's initial rant, speak to him. This only seems to fuel Dean's anger. Your next objective is to "cool Dean down." Well, if talking therapy doesn't work, maybe a little Cryo damage would help. Arm yourself with any Cryo weapon. (Your Inventory helpfully moves your Cryo weapons to the top and labels them "Mission Weapons.") Shoot Dean until he chills out. Then return to the Bounty Board in Jack's Office to turn in the mission for your rewards.



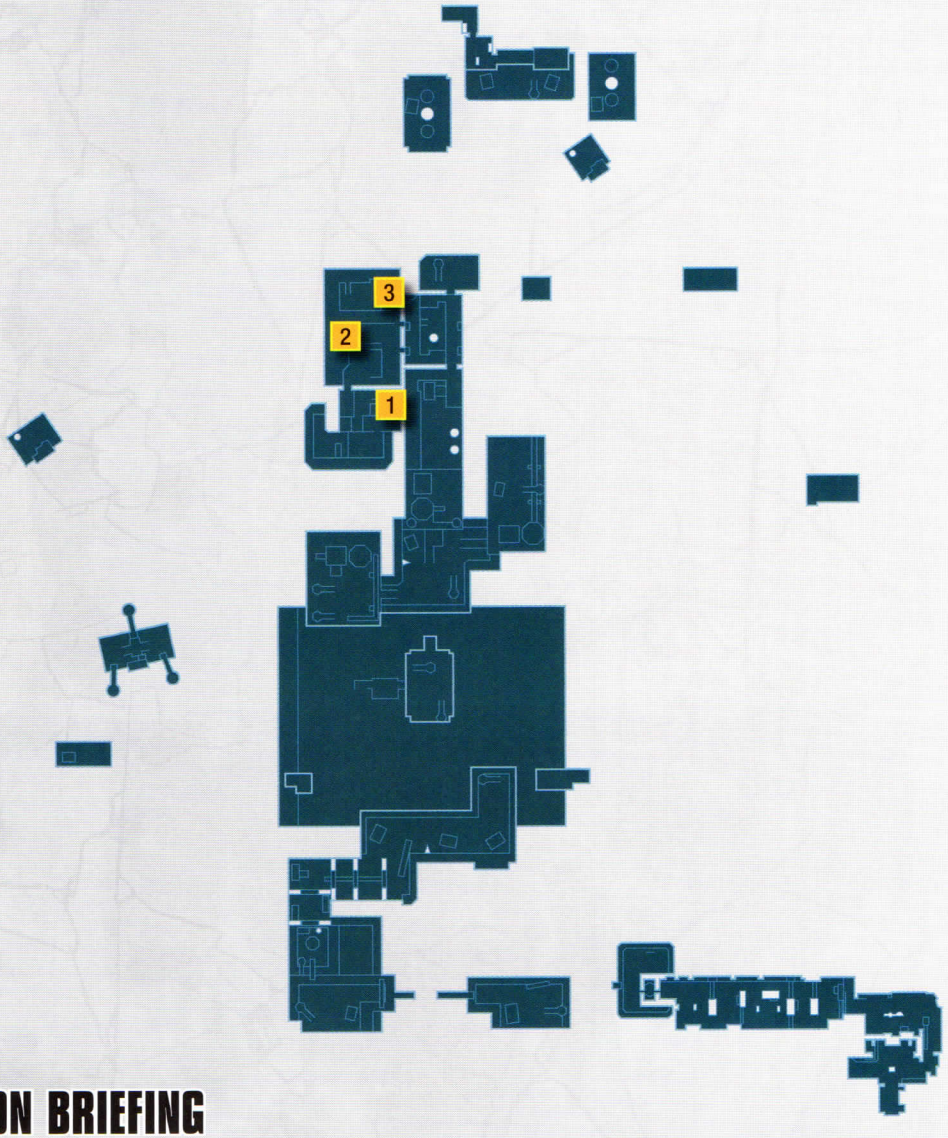
Region	Veins of Helios
Mission Giver	Lazlo
Available	After you complete "Quarantine: Back on Schedule"
Level	23

IN PERFECT HIBERNATION

Save Lazlo's friends by freezing them.

MISSION MAP

Veins of Helios



MISSION BRIEFING

So as it turns out, Lazlo is the one responsible for releasing the parasites. He may be a coldblooded biological terrorist, but hs has a soft spot and he wants you to save his friends from the horrible fate to which he has subjected them. Luckily, he has just the tool for the job.

Rewards

TURN IN	MONEY	XP	GEAR
Lazlo	82	2467	SMG

MISSION WALKTHROUGH

This mission unlocks when you complete "Quarantine: Back on Schedule" but you won't find the mission giver Lazlo until you reach the quarantine zone near the end of "Quarantine: Infestation." Lazlo wanders calmly around the area near the console **(1)** where you removed the lockdown in the previous mission. Talk to him to pick up the new mission.



Lazlo has a "Freezeasy" gun that he says can cure the infection in his friends. Find the gun sticking out of a garbage pile in his sleeping area. Pick it up and equip it as your weapon. Then follow Lazlo through the door into the next room. Horribly infected folks start attacking you.

Start freezing the pathetic creatures that attack you. Unfortunately, Lazlo's "cure" doesn't quite work—his friends keep shattering into frozen meat shards. So now he wants you to help him collect these "Frozen Chunks o' Friend" so he can honor them by building an igloo. Hey, he's a good guy for a festering freak. Help him out.



This can be an intense fight. The infected just keep coming at you, and it can be overwhelming. One tactic is to rush back up into the airlock **(3)** where you entered the quarantine zone. This forces the infected to funnel through the doorway, which makes them much easier to target and prevents them from flanking you.

When you collect 12 friend chunks, head back to Lazlo's room and place them on the table where indicated. Mission complete! Now turn in to Lazlo for your rewards. Guess what? He's got another mission for you: "Trouble with Space Hurps."



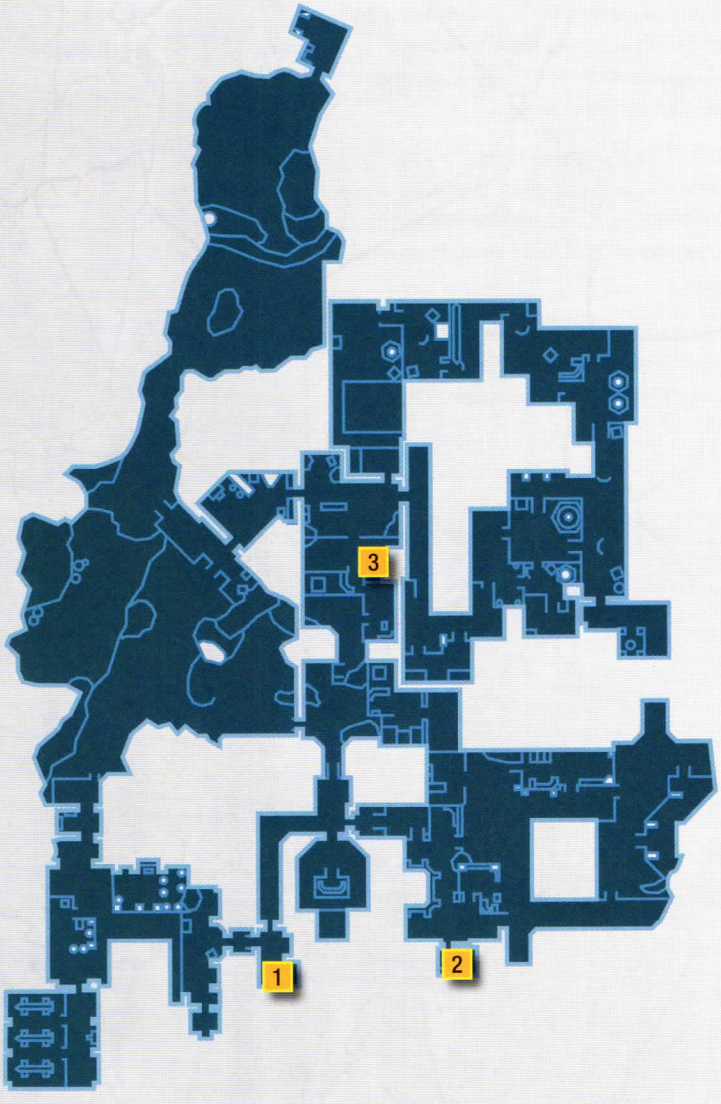
Region	Research and Development
Mission Giver	Jack
Available	After you complete "Science and Violence"
Level	20

INFINITE LOOP

Find out what's between you and some sick experimental weaponry.

MISSION MAP

Research and Development



MISSION BRIEFING

There's something wrong with the computers that are supposed to be building weapon prototypes for you. Go investigate the blockage so you can get your loot on.

Rewards

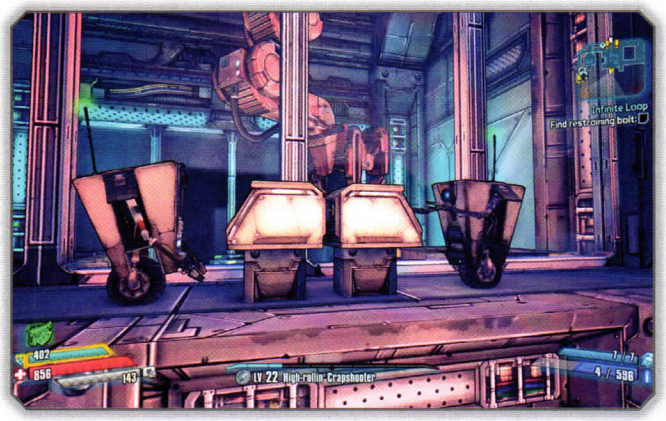
TURN IN	MONEY	XP	GEAR
DAN-TRP OR CLAP-9000	390	7719	Laser OR Grenade Mod

MISSION WALKTHROUGH

Immediately after you complete "Science and Violence" in Jack's Office you can pick up this mission from him. He sends you to Research and Development to check out a systems glitch holding up the development of slick new weaponry. Head down the corridor from the office to Jack's Fast Travel station and teleport to the Research and Development area **(1)**.

Head north through the Robot Durability and Adaptability Research doorway and work your way around to Synaptic Processing. Track the area waypoint into a lab **(2)** where two CL4P-TP units argue over what type of weapon to make. Jack sends you to find a restraining bolt.

Fight your way north through various stalkers and torks up toward the Aquatic Life Stabilization area and activate the glowing console **(3)**. Up ahead, a massive robotic arm lowers a big restraining bolt. Go grab it then return to the two claptraps **(2)**.





Now you have a choice. Use the restraining bolt to override one of the two robots:

If you restrain the CLAP-9000 unit you turn in to DAN-TRP and receive a laser weapon as part of the reward.

If you restrain the DAN-TRP unit you turn in to CLAP-9000 and get a new grenade mod in your reward package.







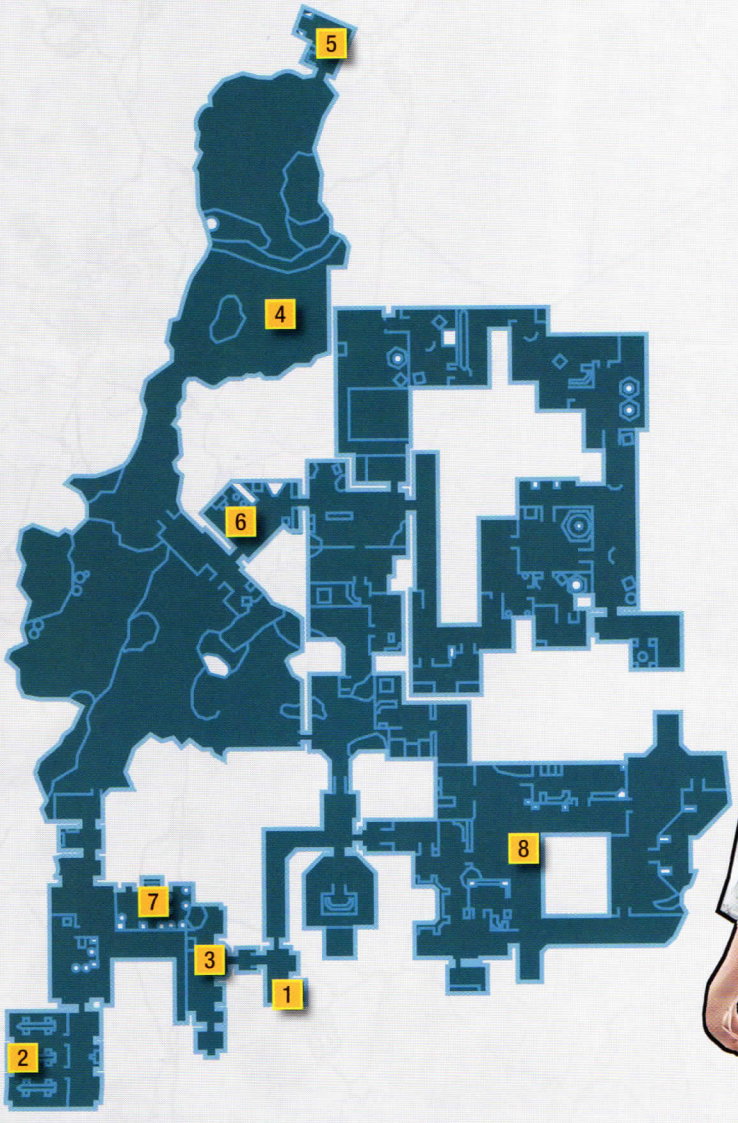
Region	Research and Development
Mission Giver	Dr. Spara
Available	After you complete "Science and Violence"
Level	20

IT AIN'T ROCKET SURGERY

Collect creature parts for Dr. Spara's new rocket design.

MISSION MAP

Research and Development





MISSION BRIEFING

Doctor Spara wants to build a new, organic, rocket navigation system…out of creature parts. Go collect some creature parts to "enhance" her rockets.

Rewards

TURN IN	MONEY	XP	GEAR
Dr. Spara	78	3859	RPG OR Shield

MISSION WALKTHROUGH



This mission unlocks once you complete "Science and Violence." A good time to pick it up is when you arrive in Research and Development for "Infinite Loop," another optional mission that Jack assigns back in his office. From the arrival area **(1)**, work your way west through Indigenous Species Research then south into the Advanced Propulsion Weapon Testing lab **(2)**. Find a thin woman named Dr. Spara pacing the area; talk to her to pick up the mission.

Dr. Spara has some odd ideas about rocket design. First, she needs some Tork brains for the guidance system. Follow the objective marker back into Indigenous Species **(3)** and start killing torks. Pick up three brains from dead torks.

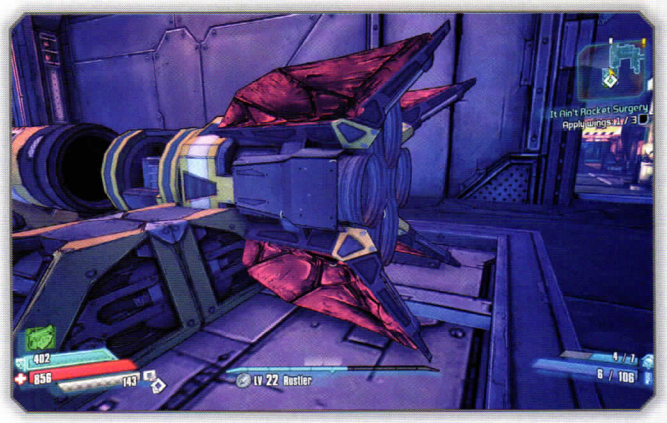


Next, fight your way north through the Stalker Biome until you reach where the green Spring Stalkers hang out (4). Start killing them until three stalker wings drop then collect all three.

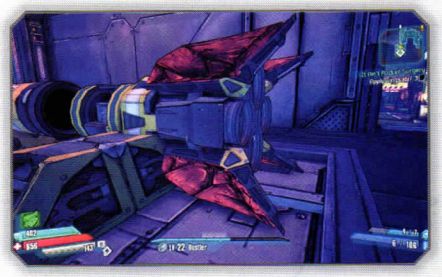
Now Dr. Spara wants stalker blood. You must go to three places to collect enough for her questionable purposes. First, continue north up the hill to Observation Room 11B **(5)**. Inside, turn the glowing valve to drain blood from the exam table. Then pick up the Barrel of Blood. (While you're here you can also pick up a new mission from Dr. Minte, "Fresh Air.")



A barrelful isn't enough blood for Dr. Spara, so exit and head back downhill. Turn into the first lab **(6)** on the left, drain yourself another Barrel of Blood from the exam table, take it and go. Exit and cross the biome again, returning to Indigenous Species Research. Drain one more bloody exam table **(7)** of blood, take the barrel, and return to Dr. Spara in the rocket lab **(2)**.



Apply the wings and install the stalker blood canisters on all three rocket chasses, then install the tork brain on the one rocket indicated. Finally, activate the glowing console to test fire the rocket. Oops—as the doctor says, "Tork brains are dumb."



Now you need the "mind" of a soldier. Two area waypoints appear on the map. Follow one into Synaptic Processing **(8)** to find Lost Legion soldiers battling with stalkers. Nail two soldiers with headshots for critical hits that pop out their brains, and then go pick up both brains. (Did we just write that?)

Return to Dr. Spara again and put a soldier brain in the second rocket. Go to the second console and activate it to test fire the rocket. Still not good. Follow Dr. Spara to the "Science Blender" and put in two brains, one on each side. Press the glowing button to blend the brains. The resulting "manbeast" brain is too gloopy to pick up, so Dr. Spara suggests you freeze it with a Cryo weapon. (She opens a chest with a pair of such weapons, just in case you don't have one already.) Shoot the brain and pick up the newly formed Frozen Manbeast Brain. Put it in the remaining rocket and test fire it.

Finally! Turn in to Dr. Spara for a reward. If you completed "Fresh Air" while doing this mission, you can pick up the reward for that as well.



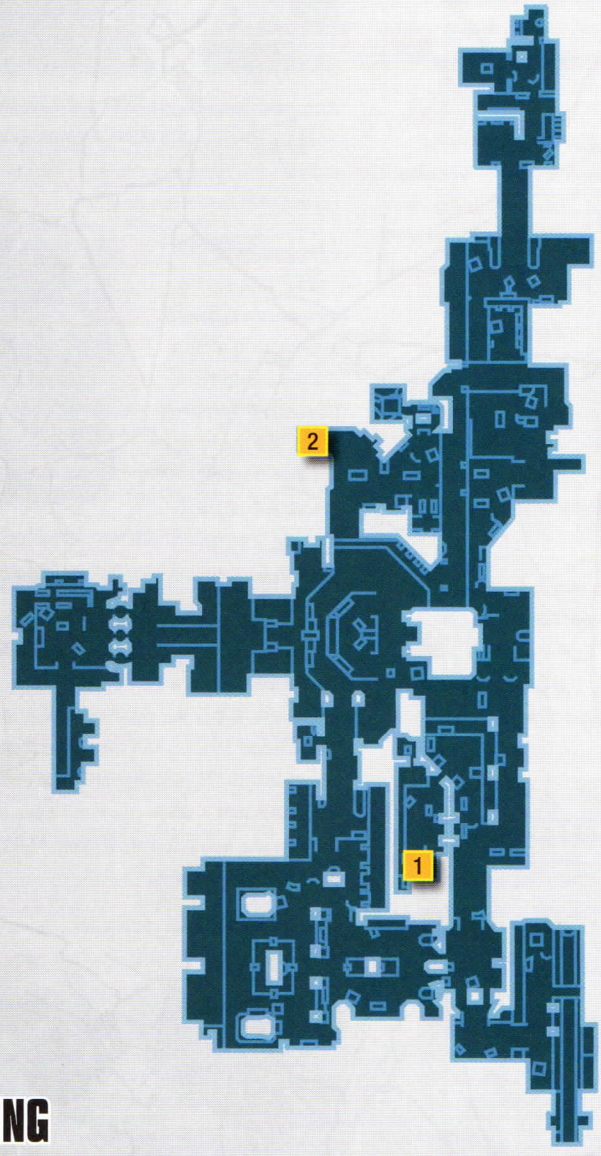
Region	Hyperion Hub of Heroism
Mission Giver	Professor Nakayama
Available	After you complete "Paint Job"
Level	18

KILL MEG

Get rid of Professor Nakayama's abomination.

MISSION MAP

Hyperion Hub of Heroism



MISSION BRIEFING

Nakayama has created a genetic aberration that is now living in the Hyperion Hub of Heroism trash compactor. He's kind of but not really okay with it growing huge on other people's waste, so he wants you to head down there and take care of it.

Rewards

TURN IN	MONEY	XP	GEAR
Professor Nakayama (in lockup)	155	3208	Laser OR Class Mod

MISSION WALKTHROUGH

You can pick up this mission from Professor Nakayama at the Harren Lockup **(1)** in the Hyperion Hub of Heroism immediately after completing "Paint Job" for him. Nakayama has created a genetic abomination that's currently living in the station's trash compactor; the Professor fears it will soon grow monstrous and run amok. Follow the objective marker north to the trash disposal alcove **(2)**. When you press the glowing button on the wall, a hatch opens and you fall into the trash compactor room.

After a few seconds, "Meg" appears—a murderous tentacled beast with a really nice hat and hair. To make matters worse, the Professor accidently starts the compactor, and its crushing walls soon start moving toward each other. A timer in the upper right corner of the screen starts counting down from 45 seconds, marking the time from when you are of normal proportions until you are "compact"—i.e., dead.





Start blasting Meg with any hard-hitting weapon—a nice burning laser works well—but note that she cannot be frozen. Try to target her critical hit spots: the eyes on the side of her head, and her white tentacle joints (circled in our screenshots). Note that each "Meg's Tentacle" can be killed separately, too.

If you kill Meg before the compactor kills you in 45 seconds, Nakayama opens the escape door. Exit from the compactor room and follow the corridor to an elevator. Press the button to ride it up; you step off into the Gun Shop. The Professor suggests that you help yourself to the wares—you deserve it. Press the door button to unlock the shop and then head back to Nakayama in the Harren Lockup **(1)** to claim your rewards.





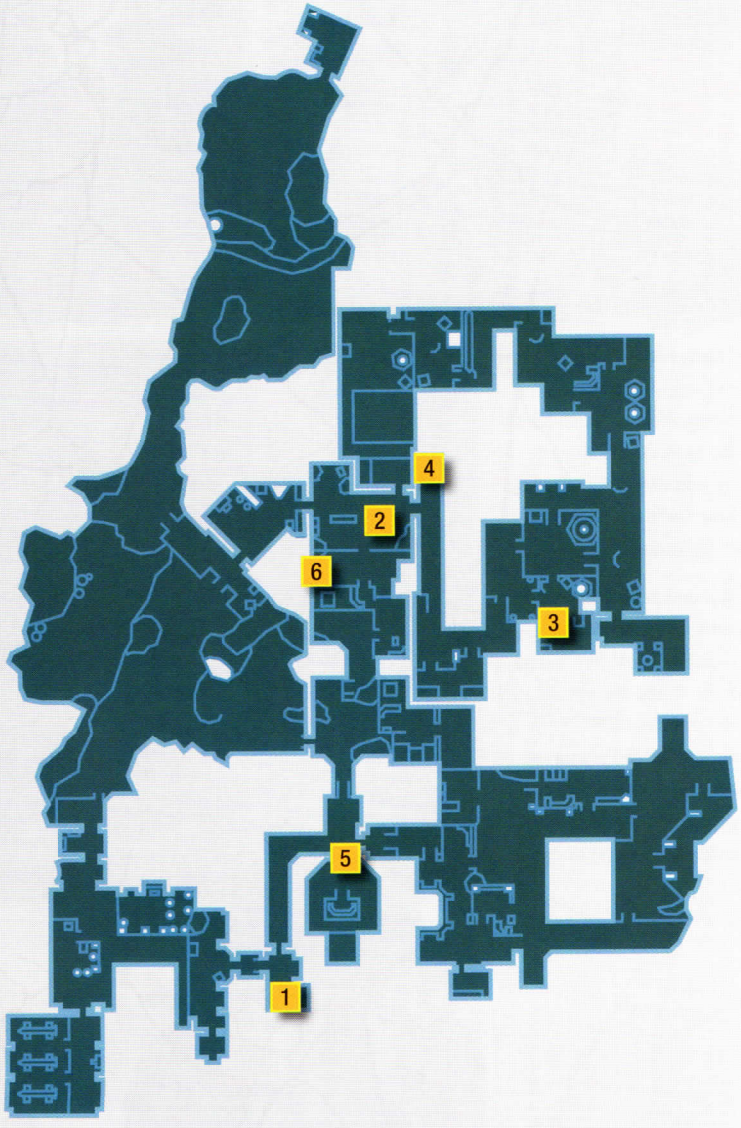
Region	Research and Development
Mission Giver	Dead Scientist's ECHO
Available	After you complete "Science and Violence"
Level	20

LAB 19

Find Lab 19 and destroy the scientist's awful creation.

MISSION MAP

Research and Development



MISSION BRIEFING

The dying words of a very dead scientist implore you to stop the menace in Lab 19. Find out more about it, then hunt it down.

Rewards

TURN IN	MONEY	XP	GEAR
Professor Nakayama (Hub of Heroism)	390	7719	Shotgun

MISSION WALKTHROUGH

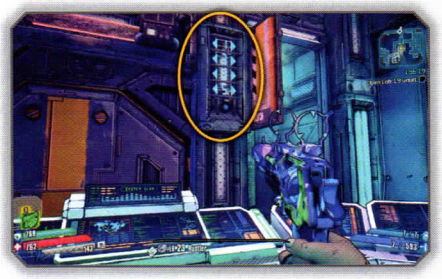
This mission unlocks once you complete "Science and Violence." Find it after you arrive in Research and Development for "Infinite Loop," a mission that Jack assigns back in his office. To pick up "Lab 19," work your way from the arrival area **(1)** north across the Robotics Durability and Adaptability Research area into the Tork-infested Aquatic Life Stabilization area **(2)**, and then follow the walkways through the aquariums as the threat changes to Lost Legion soldiers.



Follow the yellow exclamation icon to the dead scientist **(3)** with a tentacle wrapped around him, and use his ECHO to trigger the mission. He sends you to Lab 19, and begs you to kill whatever dwells there.

Backtrack along the walkway to find another dead scientist **(4)** with another ECHO full of last words. Suddenly Professor Nakayama breaks







into the transmission and warns of a horrible behemoth of his own creation in Lab 19. Now go back south through Robotics and activate the glowing console **(5)** near the Synaptic Processing doorway. This opens up a secret laboratory directly in front of you—yes, it's Lab 19.

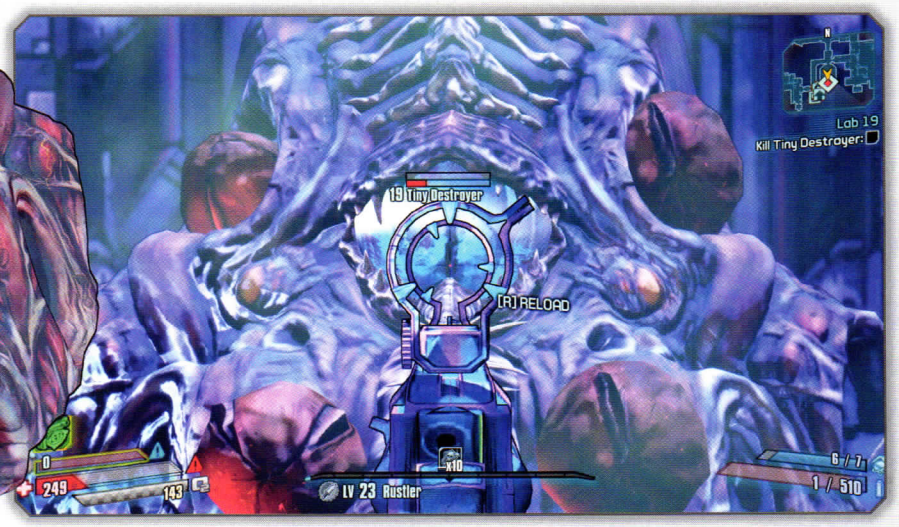
Walk up to the bank of consoles. Directly ahead, a heavy-duty security door holds back something that sounds really big, banging on the other side. To the right of the door is a four-number code panel; you can scroll each of the four numbers (as Jack explains) by shooting the arrows on either side. Approach the left-center console and select "Investigate" to learn that you need to input an authentication code in the code panel. You find this four-number code elsewhere in the lab.

Follow the marker back north to the glass wall **(6)**, killing all the Stalkers you encounter so you have a clear return trip. Look through the glass to see another four-number code panel on the wall inside. The sequence you see is the current authentication code that you must enter back in Lab 19. But this number expires and resets to a new sequence every 60 seconds—note the countdown timer bar next to the numbers. So wait until the number changes again before you sprint back to Lab 19 and enter the code. Be sure to equip a gun with a fast fire rate, a good magazine size, and (if possible) iron sights so you can shoot the number-changer arrows quickly and accurately.

When you finally have success with the code, the door opens to release...*the Destroyer!* Or a tiny version of the Destroyer, anyway. A Tiny Destroyer, to be precise, an unmoving monster that fires a painful beam from its eye. It's not a tough kill, however, if you know what to shoot. Its body is entirely immune to damage, but its beam-shooting eye and the four brown nodules around it are vulnerable to critical hits that can take Tiny Destroyer down fast.

Once it expires, go next door to the Fast Travel station **(1)** and teleport to the Hyperion Hub of Heroism. Then follow the marker to turn in to Professor Nakayama in the Harren Lockup for your reward.





Region	Serenity's Waste
Mission Giver	Janey Springs
Available	After you complete "Lost Legion Invasion"
Level	3

LAND AMONG THE STARS

Help Springs make motivational posters.

MISSION MAP

Serenity's Waste



MISSION BRIEFING

Janey Springs needs help making posters. Use one of her jump pads while cameras record your airborne feats.

Rewards

TURN IN	MONEY	XP	GEAR
Janey Springs	28	160	Oz Kits

MISSION WALKTHROUGH



After you complete "Lost Legion Invasion," find Janey Springs in her Serenity's Waste camp **(1)** to pick up this mission. She tells you that inspirational posters are selling like hotcakes on the black market, and she needs your help making more. Step outside the building's upstairs exit, turn sharp left, and follow the wall to the ladder hanging down from a raised platform **(2)**.



Jump up onto the platform (or jump onto the ladder and climb up) then jump across a gap to the next platform. Hop up one more level to find Janey's jump pad. Replenish your Oz kit at the nearby oxygen vent then approach the jump pad.

Janey explains that she has cameras set up to shoot photos at the apex of your jump for poster images. First, step onto the jump pad and simply ride it up and down. Take a second jump and, while airborne, shoot both of the yellow targets that Janey releases. Take a third jump and execute a gravity slam onto the circular pressure pad next to the jump pad. Just maneuver directly over the pressure pad while in the air, then hold the Crouch button to slam down. When you land, a pipe opens up and cash spews out!



Janey calls you back inside to turn on the printer. Hop back down and reenter the building. Go downstairs and find the printer glowing greenly on a desk by the window. Turn it on to start printing posters. Then turn in to Janey to gather your reward that includes a nice choice of Oz kits. You also unlock a follow-up optional mission, "Follow Your Heart."

Region	Regolith Range
Mission Giver	Captain Thorson
Available	After you complete "Lost Legion Invasion"
Level	4

LAST REQUESTS

Carry out Captain Thorson's last requests.

MISSION MAP

Regolith Range



MISSION BRIEFING

Find the ECHO device on the corpse of Captain Tom Thorson and transmit the message as instructed.

Rewards

TURN IN	MONEY	XP	SPECIAL GEAR
Loot stash in Dahl Waystation tower	63	252	Skin Customization

MISSION WALKTHROUGH

While heading across Regolith Range to complete the second part of "Marooned" after your boss battle with Deadlift, follow the yellow Mission Available icon to find the corpse **(1)** lying next to wreckage of a spacecraft. Investigate to activate the mission, and then frisk the corpse to find the ECHO device with Captain Thorson's last will and testament. First, he reports being overrun by Deadlift's Scav gang. Then he asks you to plug the recorder into a transmitter and convey his message to Colonel Zarpedon.





Follow the new "Transmit ECHO" objective icon westward across the Regolith Range, fighting through Kraggon Pass **(2)** (and many Kraggons) until you reach a wide lava gulf with a pair of islands. Go to the nearest point to the first island **(3)** and hop across both islands to the big Scav base at Dahl Waystation.

Fight through Scavs to the big bluish structure directly ahead when you jump from the island. (Go around the left side to find an air dome for replenishment.) Hop up the back side of the building to find the transmitter **(4)** on the roof. (Don't miss the treasure chest nearby.) Use the transmitter to send Thorson's message to Colonel Zarpedon.

Route Convergence

Your mission path for "Last Requests" coincides with that of "Marooned." Both lead you to the Dahl Waystation, so you can switch back to "Marooned" easily after you avenge Captain Thorson's death.





Now Captain Thorson reveals that Deadlift's lieutenant, a Scav named Squat, is Thorson's killer. The Captain asks you to avenge his death. Follow the objective icon across the waystation to find Squat **(5)** in a wide plaza and then kill him. (He's a medium-tough Scav, with little minion support.) Then you get Thorson's next request: find a guy named Nel and call him a bad name. Nel is nearby **(6)** and easy to find. Just approach him and press the Use button to insult him.

Captain Thorson, being dead, can't reward you for carrying out his last requests. But in gratitude, Col. Zarpedon gives you the coordinates to a substantial loot stash in a nearby tower next to the plaza where you killed Squat **(5)**. Just use the vertical air jet to jump from the ground up to the balcony. Then approach the closed door—it automatically opens—and collect the loot stash boxed up in the small closet.

Note: From here it's only a short distance to the Moon Zoomy station you seek in "Marooned."







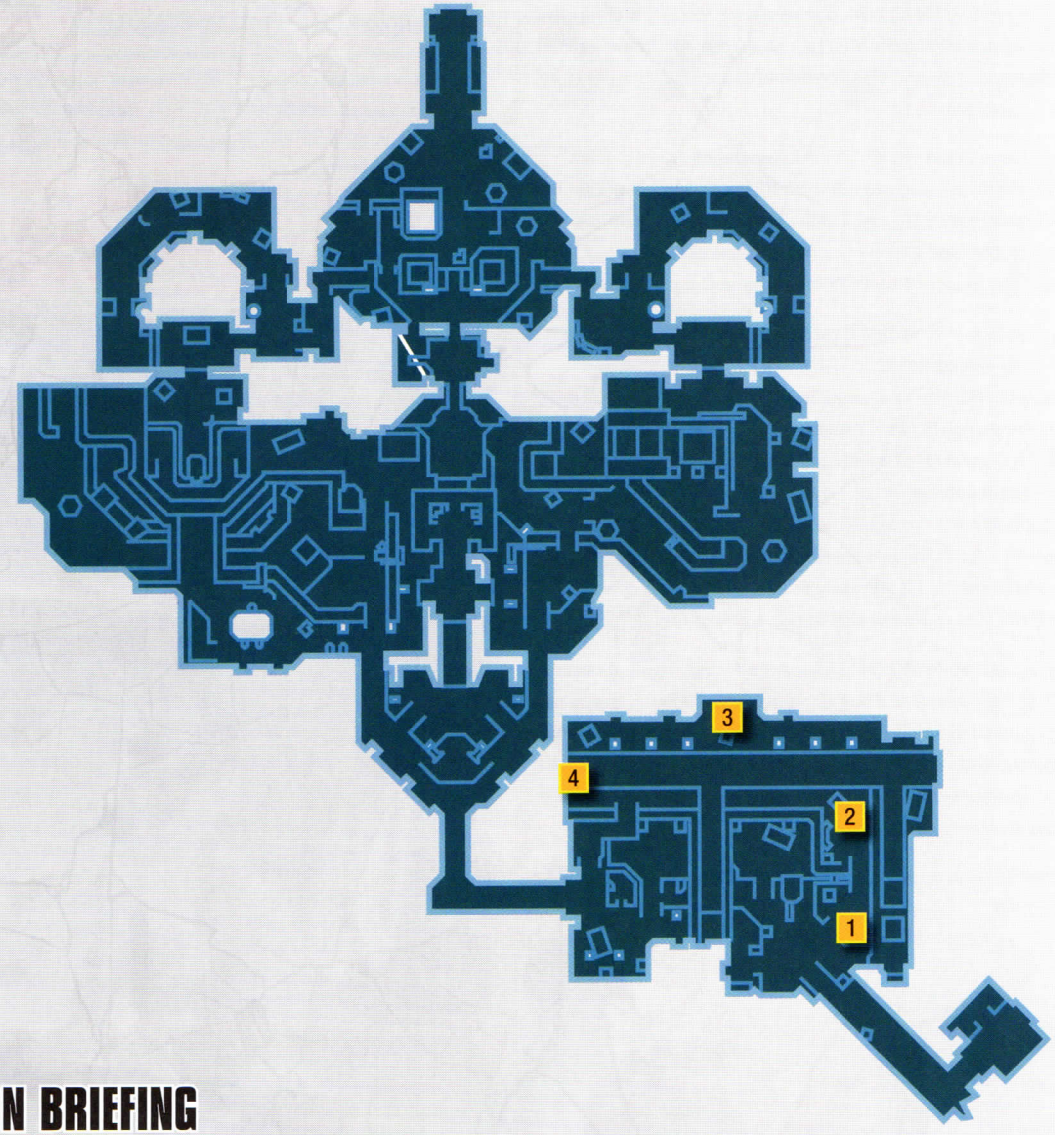
Region	Lunar Launching Station
Mission Giver	Lunar Launching Station Bounty Board (Jack)
Available	After you complete "To the Moon"
Level	23

LOCK AND LOAD

Assemble some loaders.

MISSION MAP

Lunar Launching Station



MISSION BRIEFING

Jack's first thought to send people down to the moon's surface using the Moonshot Cannon was less than ideal, considering the test subject is likely dead. Loaders, however, are robots, not made of flesh and bone, and therefore not easily broken. Go find a few so you can help test idea number two.

Rewards

TURN IN	MONEY	XP	GEAR
Lunar Launching Station Bounty Board	548	4934	Assault Rifle OR SMG

MISSION WALKTHROUGH

Pick up this mission at the Bounty Board **(1)** in the Lunar Launching Station immediately after completing "To the Moon." Go from the board upstairs to a cluster of consoles **(2)** and find the glowing one next to the moving floor conveyor. Activate the console to send a rack of loaders down the conveyor.

As in "To the Moon," your job is to protect the cargo on the conveyor from Lost Legion attackers until it reaches its destination. Most troops appear around the halfway point **(3)** along the conveyor so focus your attention there. It's difficult to keep all four loaders on the rack intact, but if you can get just one through the force field at the conveyor's end you succeed.

Return to the cluster of consoles **(2)** and use the glowing one to fire the Moonshot Cannon. Success! Turn in at the Bounty Board for your rewards.







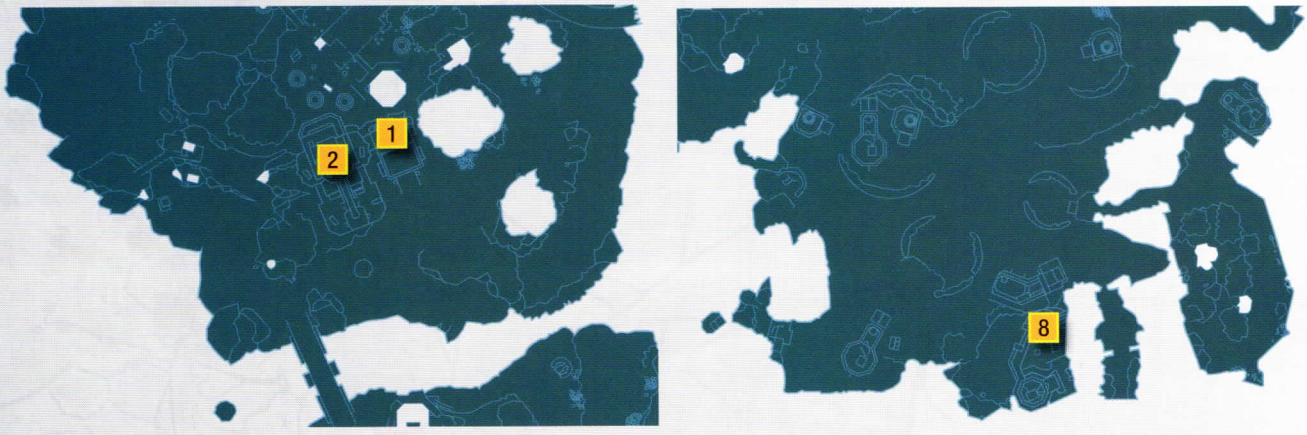
Region	Triton Flats / Outlands Spur
Mission Giver	Cosmo Wishbone
Available	After you complete "Intelligences of the Artificial Persuasion"
Level	12

NO SUCH THING AS A FREE LAUNCH

Help Cosmo launch his satellite.

MISSION MAP

Triton Flats



Outlands Spur



MISSION BRIEFING

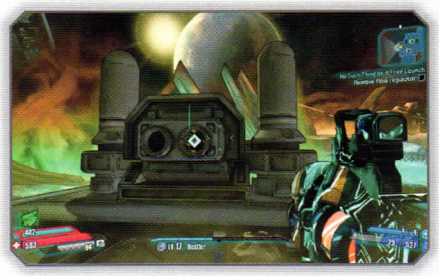
Cosmo Wishbone is eager to share his musical genius with all of Elpis. All he needs is help to launch his satellite into orbit.

Rewards

TURN IN	MONEY	XP	GEAR
Cosmo Wishbone	78	1584	RPG

MISSION WALKTHROUGH







This mission is unlocked when you complete "Intelligences of the Artificial Persuasion." Look for it right after you arrive via Fast Travel in Triton Flats **(1)** at the beginning of the next story mission, "Let's Build a Robot Army." From the Fast Travel station in the Darksiders garage, turn right and fight your way into the Darksiders base in the big Dahl launch tower facility next door **(2)**.



Inside, remember to shoot the black box next to the jump pad to supercharge your jump across to the far platform. Then fight your way up from level to level, using stairs and jump pads to reach the top level. There you meet a little fellow named Cosmo Wishbone, "polymath extraordinaire." Accept his mission to learn that he needs rocket parts to launch his satellite.

First, he needs a flow regulator. Just hop off the balcony outside and return to the Fast Travel station **(1)**. Use it to teleport to Outlands Spur **(3)**. Work your way southwest through Height's Perch Camp **(4)** then veer west until you reach the truck-filled entry bridge **(5)** to the Dahl Pumping Station. As you approach, two Scav SAM Turrets drop down, ready to sling missiles at you. Keep out of their range, setting up just beyond the bridgehead. Use a sniper rifle (preferably one that deals Corrosive damage) to knock them out. Then fight your way across the bridge through Scav guards.

Battle across the pumping station's interior courtyard then hop up onto the first terrace to find the flow regulator **(6)**. Grab it and get away quickly to avoid the explosion you trigger.

Now Cosmo wants you to meet a starship parts dealer named Tony Slows and snag the *Drakensburg*'s "black box." Retrace your route all the way back to the northeast entrance into Outlands Spur then head north up the narrow pass to Tony's place **(7)**. Make a donation of $10 to get the "grand tour." Follow him from exhibit to exhibit until he takes you behind the curtain to show off the flight data recorder from the *Drakensburg*. After his presentation, simply take the device.

The last part you need is the *Excelsior*'s gyroscope. Return to the nearby Fast Travel station **(3)** and teleport back to Triton Flats **(1)**. Grab a Stingray and drive across Vertigo Bridge, heading directly south toward the old Dahl outpost **(8)**. Fight your way inside and find the gyroscope in a glass containment chamber above a glowing console. Activate the console to lower the glass. Then jump atop the console and grab the gyroscope.

Return to Cosmo's lab **(2)**—you must fight your way through the Darksiders gang again to reach him! Give him all the items. Now you have one more task. Energized Shugguraths are blocking the launch vector of Cosmo's rocket, so head out onto the balcony and start shooting the big purple floaters. When the area is clear, Cosmo calls you inside to watch. Go back in the control room and watch the amusing show. Then turn in to "Cosmo" for your mission rewards.

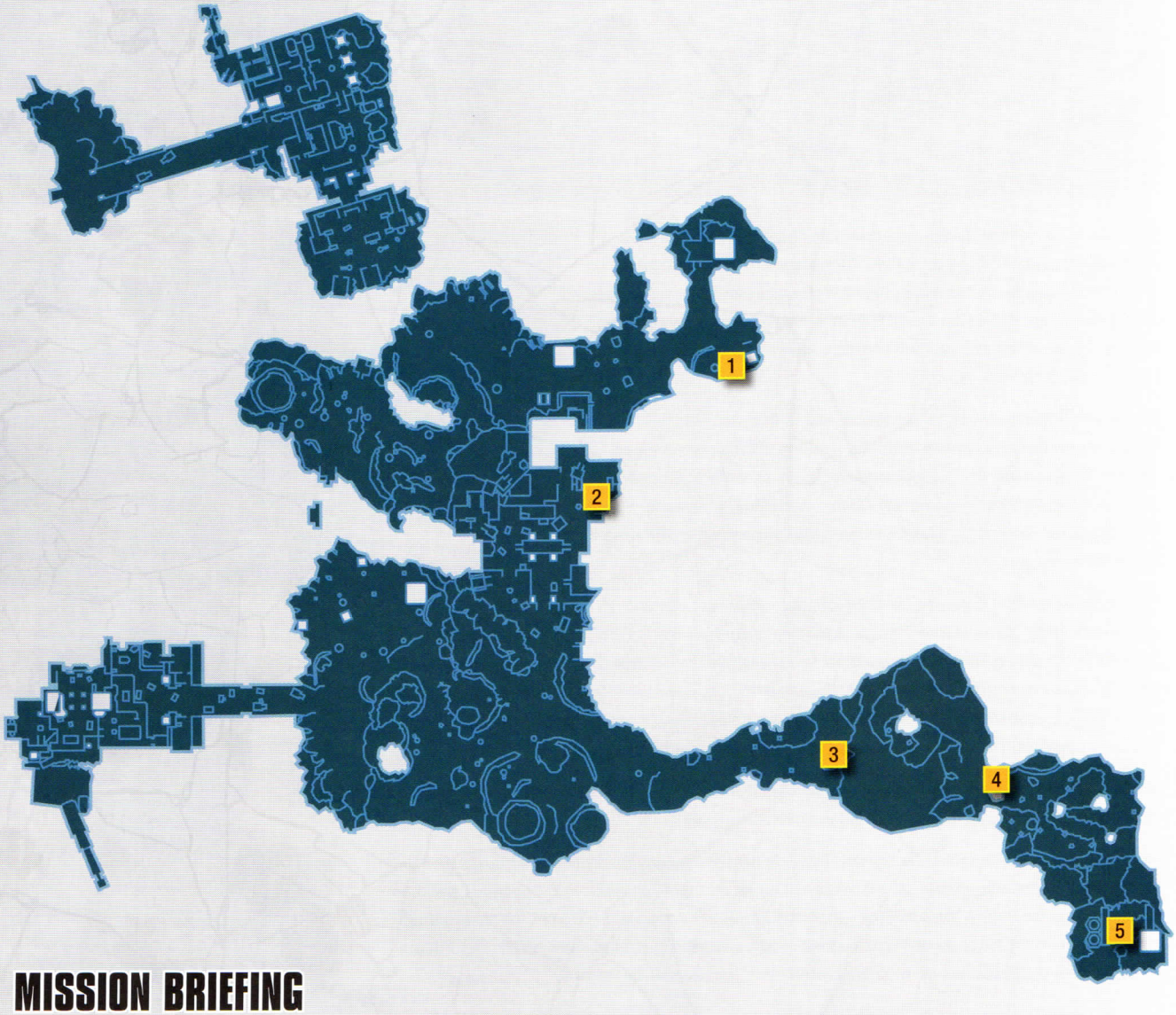
Region	Concordia / Outlands Spur
Mission Giver	Janey Springs
Available	After you complete "Intelligences of the Artificial Persuasion"
Level	15

NOTHING IS NEVER AN OPTION

Locate the source of the distress signal.

MISSION MAP

Outlands Spur



MISSION BRIEFING

Springs has detected a distress signal coming from somewhere near Cave Canem out in Outlands Spur…and that means there's salvage afoot!

Rewards

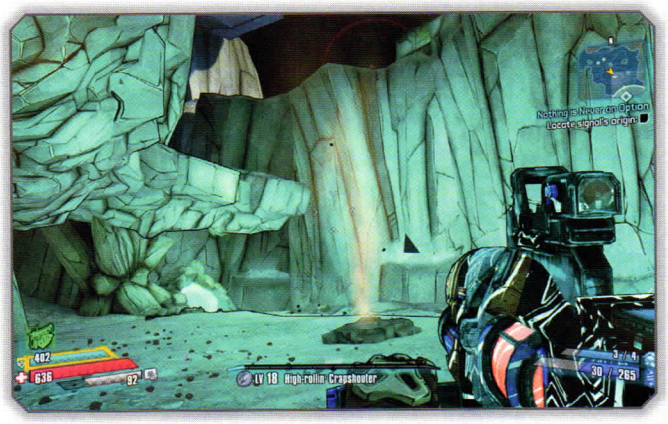
TURN IN	MONEY	XP	GEAR
Amelia (in Cave Canem)	221	2333	Assault Rifle OR Shield

MISSION WALKTHROUGH

Pick up this mission from Janey Springs in her Emporium o' Stuff office in Concordia after you complete "Intelligences of the Artificial Persuasion." Janey wants you to check out some distress signals she picked up from somewhere in the Outlands—it may come from a crash site where you can find some sweet salvage for her. She warns you that other salvage hunters might be in the area, so watch out. Use the Concordia Fast Travel station to teleport to Outlands Spur **(1)** then follow the area waypoint to trigger Janey's report.

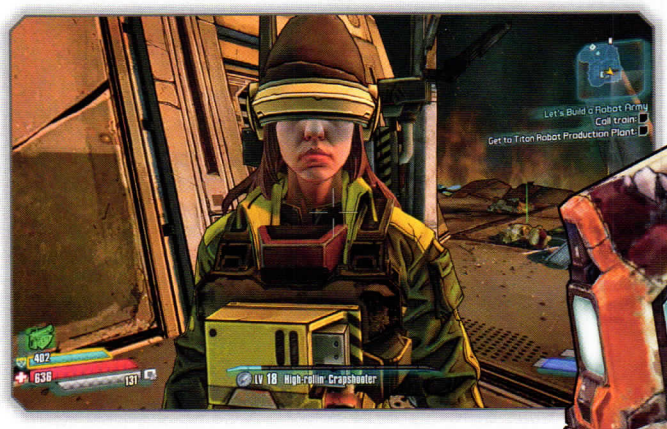


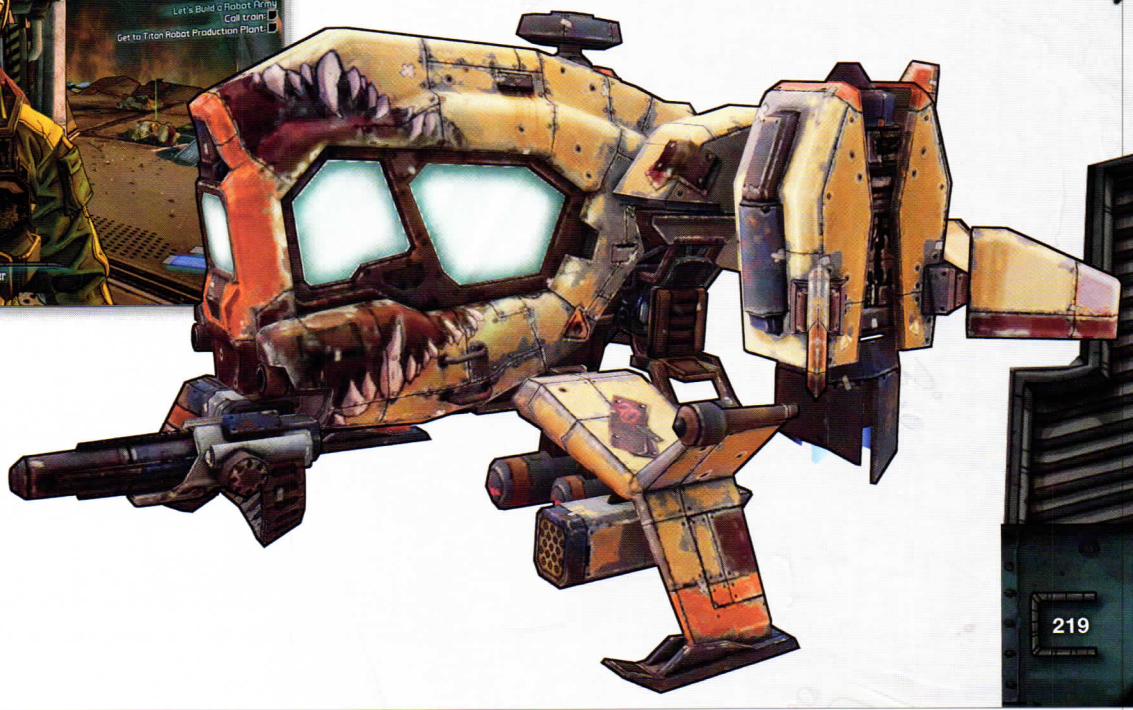
Head downhill, turn left through the first open garage door, and exit via the opposite door to reach Height's Perch Camp **(2).** Fight down the eastern wall of the camp then arm youself with a good Incendiary damage weapon. Follow the eastward spur through the rock tunnel with the "Beasties" sign toward the objective marker. En route be sure to blast all the little ice mounds for oxygen and other pickups.



When you reach the frozen methane gap **(3)**, rival salvage hunters open fire. Take them out, make a boosted jump across the gap, and continue on to the area waypoint **(4)**. Here Janey gets a better lock on the signal, pointing you to a big structure up ahead. Proceed into the massive Cave Canem. Fight through the ice Kraggons with a burning weapon then pop the mounds to open vertical oxygen geysers. Use them to jump up the rock terraces to the shattered base at the top **(5)**.

Turn on the Air Dome Generator and listen to Amelia, who explains that it was her distress signal. A nasty Scav gang led by Boomer is hot on her trail. Before she can say much more, the Scavs arrive. Defend the base from three successive waves of attackers. Amelia helps from her high perch. Each wave includes a Stolen Dahl Jetfighter so keep a good Corrosive weapon equipped if you have one. Boomer himself arrives with his crew in the last wave, so kill him too. When the battle is over, turn in to Amelia for your rewards.





Region	Serenity's Waste / Regolith Range / Concordia
Mission Giver	Janey Springs
Available	After you complete "Marooned"
Level	4

NOVA? NO PROBLEM!

Open Janey's chest, gear up, and follow her instructions.

MISSION MAP



MISSION BRIEFING

Springs has a plan, just trust her on this. Take her Shock Nova shield to the coordinates she marked, equip it, and head to the security room in Regolith Range.

Rewards

TURN IN	MONEY	XP	GEAR
Janey Springs	5 Moonstones	126	N/A

MISSION WALKTHROUGH

After you complete "Marooned," talk to Janey Springs in her Serenity's Waste camp **(1)** to pick up this mission. If you have progressed further in the main story and completed "A New Direction," you need to visit Janey in Concordia instead before returning to Serenity's Waste. Janey locked some stuff in a safe to keep it out of Deadlift's hands. Now that somebody has killed him—oh yeah, it was you—she can open the safe safely. But she forgot the combination. So follow Janey to a secret door that she bangs open. Enter the closet and open the big chest inside. Grab Janey's Rapid Release shield, "your lock pick," which releases a powerful Shock Nova blast whenever it depletes.

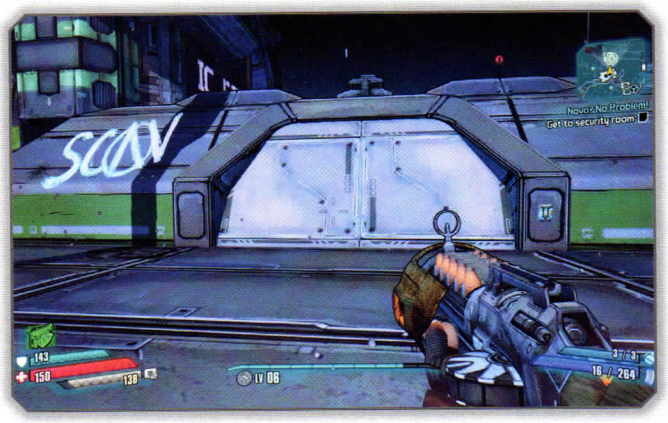


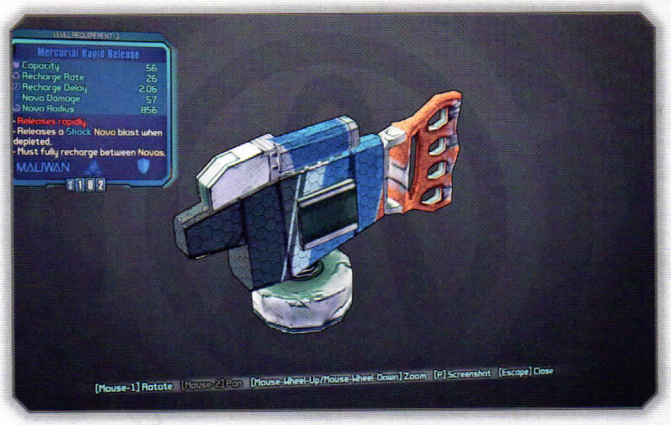
Now head off to find the security room. Go downstairs and deploy a vehicle from the Moon Zoomy station then hop inside. Drive across Serenity's Waste to the gate **(2)** marked as your map destination. Drive through into Regolith Range.

You can try a boosted vehicle jump across the lava gap—a difficult jump, but makeable if you aim for the high left side of the ramp **(3)**. If that proves too frustrating, hop out of the buggy and make an Oz kit-boosted jump on foot at the same spot, where the far ledge is closest.

Continue south down Moon Zoomy Run **(4)**, by vehicle or foot, until you reach the outskirts of Dahl Waystation (renamed "Split Wound Waystation" by Scav scum). Unfortunately, the area is currently overrun with killers and thieves. Drive through the open gate, veer right, hammer the Scavs with your vehicle guns, and then hop out and mop up the rest. Approach the security doors marked by the pulsing objective marker **(5)** and pull the lever on the right side to open the doors.

Important: Before you enter the security room, open your Inventory and equip the Rapid Release shield that you got from Janey Springs! Enter ready to fight as Scavs rush out of side rooms.





As you battle them, Janey explains that a number of security devices protect the safe you want to reach. You must disable all of them at the same time, with a single Shock Nova blast! Stand in the middle of the floor, roughly equidistant from all five of the security devices **(4** cameras and the safe's force field). Let the Scavs shoot you until the shield depletes. When it hits zero, the shield releases its nova pulse in all directions, knocking out all security devices at once.

Approach the safe in the alcove and pick up the item labeled "Springs' Safe Password." Now you can exit and return to Janey for a reward... which includes a few Moonstones, valuable minerals that can get you things money can't buy.



GRENADE YOURSELF!

If you accidentally (or on purpose) kill off all of the attacking Scav guards, you can deplete your own shield by tossing a grenade straight down at your feet. Make sure the shield has fully recharged before you do this.

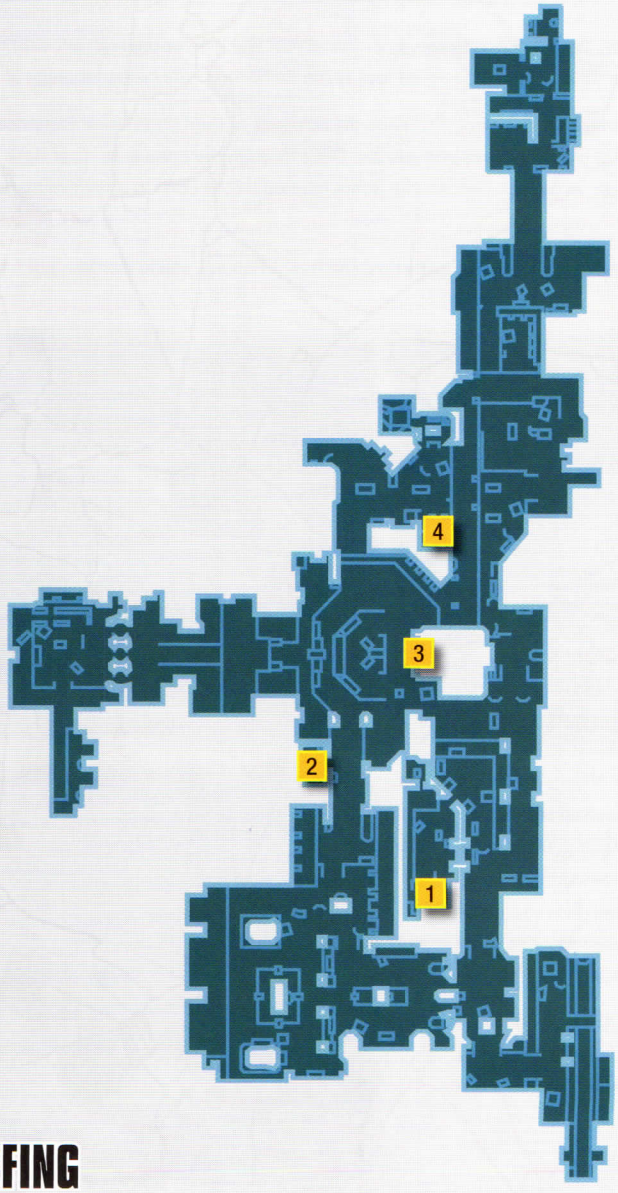
Region	Jack's Office / Hyperion Hub of Heroism
Mission Giver	Professor Nakayama
Available	After you complete "An Urgent Message"
Level	18

PAINT JOB

Help Nakayama create a romantic atmosphere.

MISSION MAP

Hyperion Hub of Heroism



MISSION BRIEFING

Professor Nakayama is tired of waiting for a response to his love note, and he's ready to do something drastic. He needs you to find some yellow paint and some flowers.

Rewards

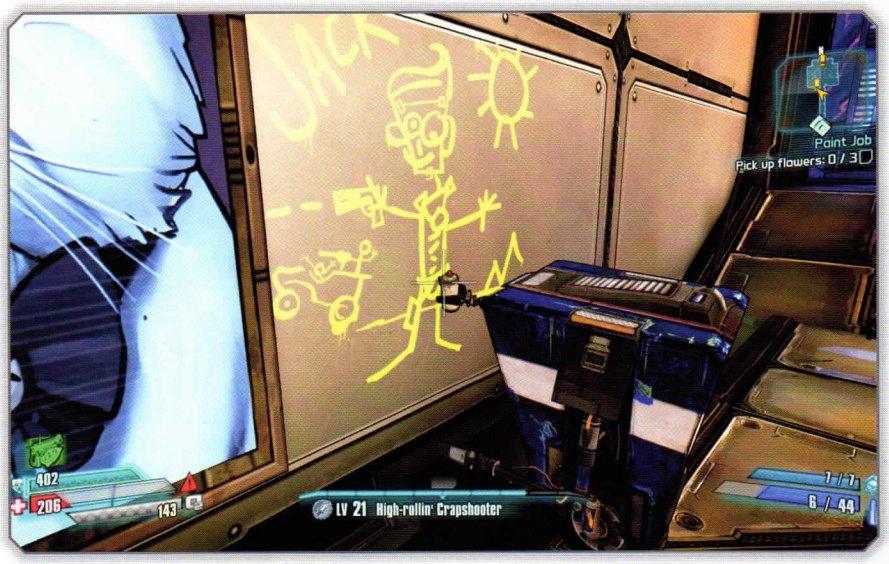
TURN IN	MONEY	XP	GEAR
Professor Nakayama	5 Moonstones	1604	N/A

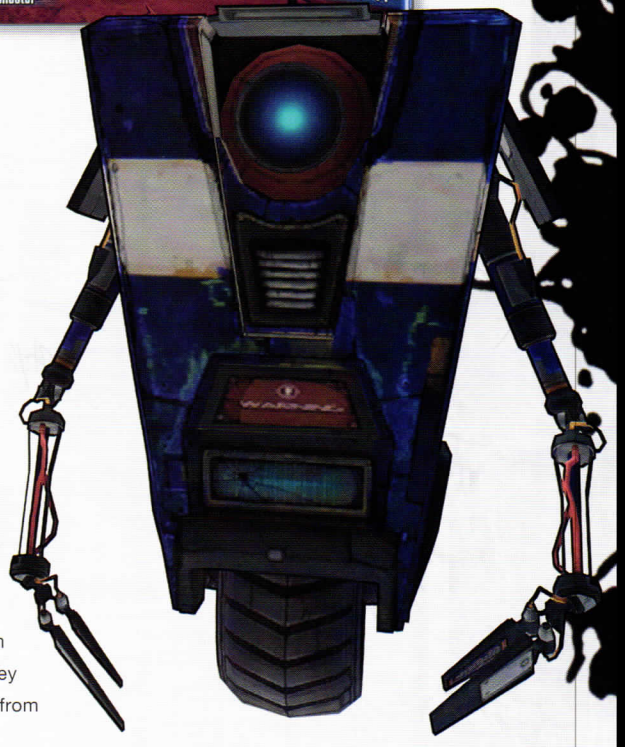
MISSION WALKTHROUGH

Pick up this mission from Professor Nakayama in the Harren Lockup facility **(1)** immediately after completing "An Urgent Message." You liberated the Professor from his cell in that mission. Talk to him again. He needs some paint and sends you to the robot repair shop **(2)** to get it. Go there and open the small crate in the corner to grab the paint can.



Now you must find a CL4P-TP unit. Follow the objective marker to the area exit into Jack's Office **(3)** and travel there. Head up the long corridor toward the executive office and talk to the blue CL4P-TP wandering the hall, then give him the paint can. He paints a lovely facsimile of Jack, but it doesn't do the trick for the Professor.





Flowers! That's the ticket. Exit from Jack's Office back into the Hyperion Hub of Heroism and head north toward the flowerbeds **(4)** up in the Market Place area. The Lost Legion doesn't like flower thieves so they start shooting to kill. Return the favor until you wipe them out, and then pluck the three marked flowers from the beds.

Now return to the doorway to Jack's Office **(3)** and plant the three flowers in the marked locations. Unfortunately, they're deemed a fire hazard so, in perfect Hyperion logic, you're ordered to burn them. Use any weapon that inflicts Burn damage and toast all three flowers. Then head back to the Harren Lockup and turn in to the Professor **(1)** for your reward. Doing so triggers yet another mission for him, "Kill Meg."





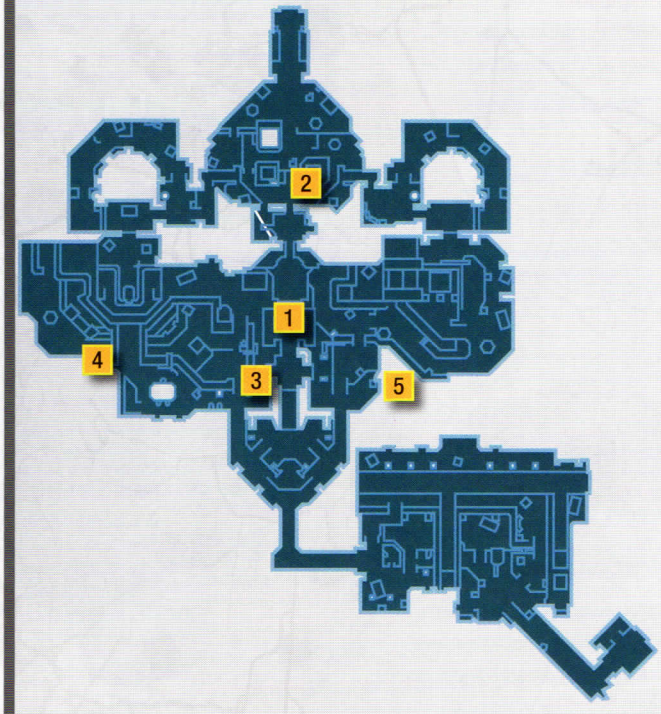
Region	Lunar Launching Station / Research and Development
Mission Giver	Jack
Available	After you complete "Eye to Eye"
Level	20

PICKING UP THE PIECES

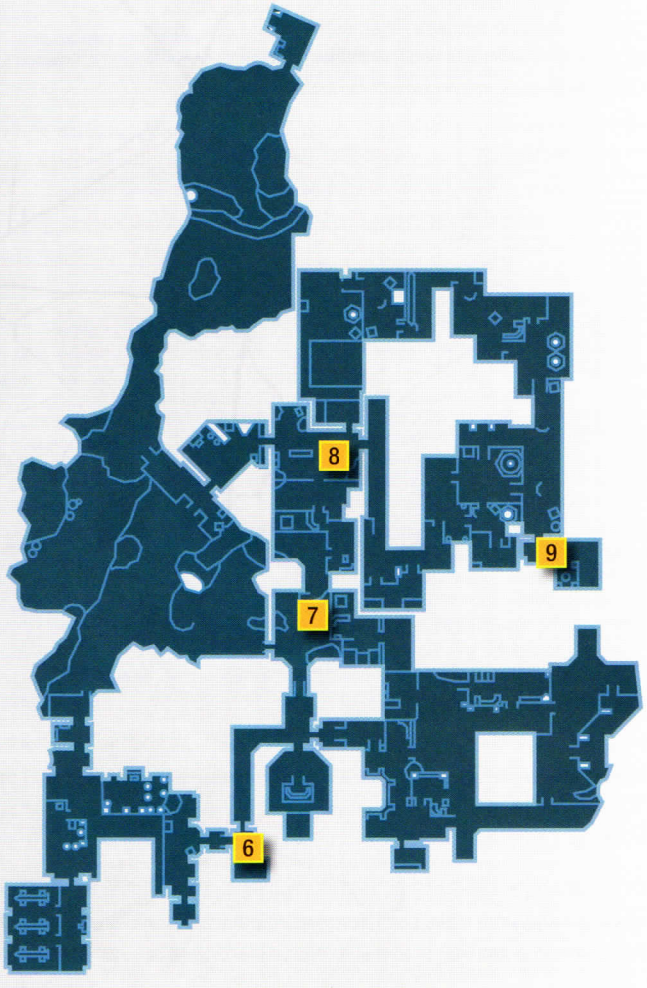
Pick up the pieces of the Eye and, somehow, make it work again.

MISSION MAP

Lunar Launching Station



Research and Development



MISSION BRIEFING

Jack thinks the Eye isn't completely beyond all hope for salvation. He wants you to gather some of the chunks and try to put it back together again. Good luck with that.

Rewards

TURN IN	MONEY	XP	GEAR
Jack (in Laser Command Center)	5 Moonstones	1929	N/A

MISSION WALKTHROUGH

Before you leave the Lunar Launching Station after completing the story mission "Eye to Eye," exit the Laser Command Center **(1)** and fight your way down to the Helios Targeting Centrum to find the gloopy, bloody eye chunk that used to be part of the Eye of the Destroyer **(2)**. Pick it up to get the mission accept/decline screen and select "Decline."



No, we're kidding, select "Accept."

Poor Jack seems kind of delusional about his Eye, doesn't he? But whatever—picking up eye chunks can be lucrative. Go back upstairs to the Fast Travel station **(3)** just outside the command center and teleport to Research and Development. When you arrive, simply turn around and Fast Travel right back to the Lunar Launching Station.

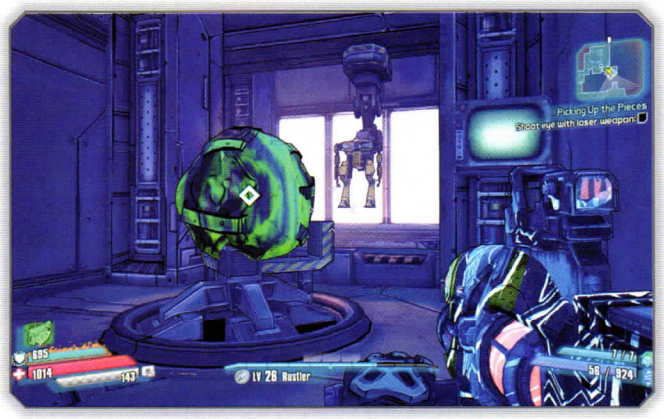
Now you see the map markers for two more eye chunks. Zarpedon's forces continue fighting the good fight without their leader, so expect fierce battles as you work your way down from the command center. Go down the lift, turn right, and descend the three sets of stairs, emerging into the open Moonshot Supply Depot. The eye chunk is on this level. Turn left and work your way over to find the chunk **(4)** at the end of a ledge.

Now cross to the opposite side of the depot. Reaching this chunk is a bit trickier. It sits up on a raised balcony **(5)** with no regular access. Stand at the base of the angled strut (seen in our screenshot) under the balcony and boost-jump straight up the strut as shown. (A regular jump won't work.) Then go left and pick up the eye chunk.





Now head back to the Fast Travel station and teleport to Research and Development **(6)**. Fight your way through the Stalkers in Robotics **(7)** and Torks in Aquatic Observation **(8)** to reach the biolabs area. Once you arrive, fight your way up the aquarium ramps past Lost Legion troops to find the lab **(9)** where you place the eye chunks. Use the glowing console to suture the eye.





Now pick up the "Laser-Sutured Eye" and place it on the test stand just around the corner. Shoot the eye with any laser weapon; if you don't have one, grab one from the open chest nearby. The results are predictable. Go back to the Fast Travel station, teleport to the Lunar Launching Station, and report to Jack in the Laser Command Center to claim your rewards.

Region	Triton Flats
Mission Giver	Napykins LuneStalker
Available	After you complete "A New Direction"
Level	11

POP RACING

Beat LuneStalker's time on the Moon Buggy course.

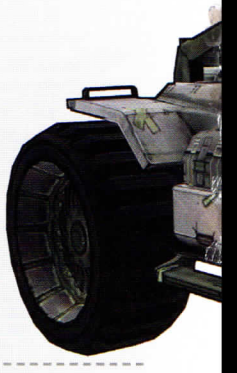
MISSION MAP

Triton Flats



Failable Mission!

In "Pop Racing" you must use a Moon Buggy to beat the 1:30 time limit on the racecourse. If you don't beat the limit, you fail the mission. To try again, just return to the mission start location (LuneStalker's vehicle repair garage in Triton Flats) and accept the mission again.



MISSION BRIEFING

A snotty little brat named Napykins LuneStalker reckons he's the best Moon Buggy driver on the planetoid. Show him how wrong he is by beating his best time on the Triton Flats racecourse. If you beat it the first time you try, you get bonus money and XP.

Rewards

TURN IN	MONEY	XP	GEAR
Napykins LuneStalker	70	1363	Shotgun OR Pistol

MISSION WALKTHROUGH

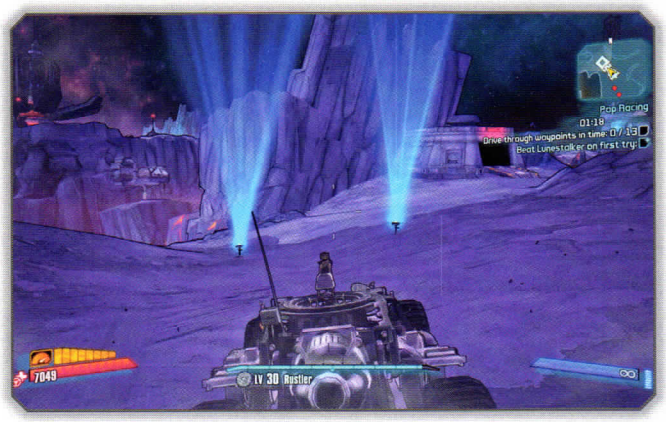
After you finish "A New Direction" you can pick up this mission from a goofy kid named Napykins LuneStalker in a garage **(1)** down on the south end of Triton Flats. After LuneStalker throws down his pop racing challenge, drive your Moon Buggy to the start line **(2)** next to the LuneStalker's garage.



No Stingrays Allowed!

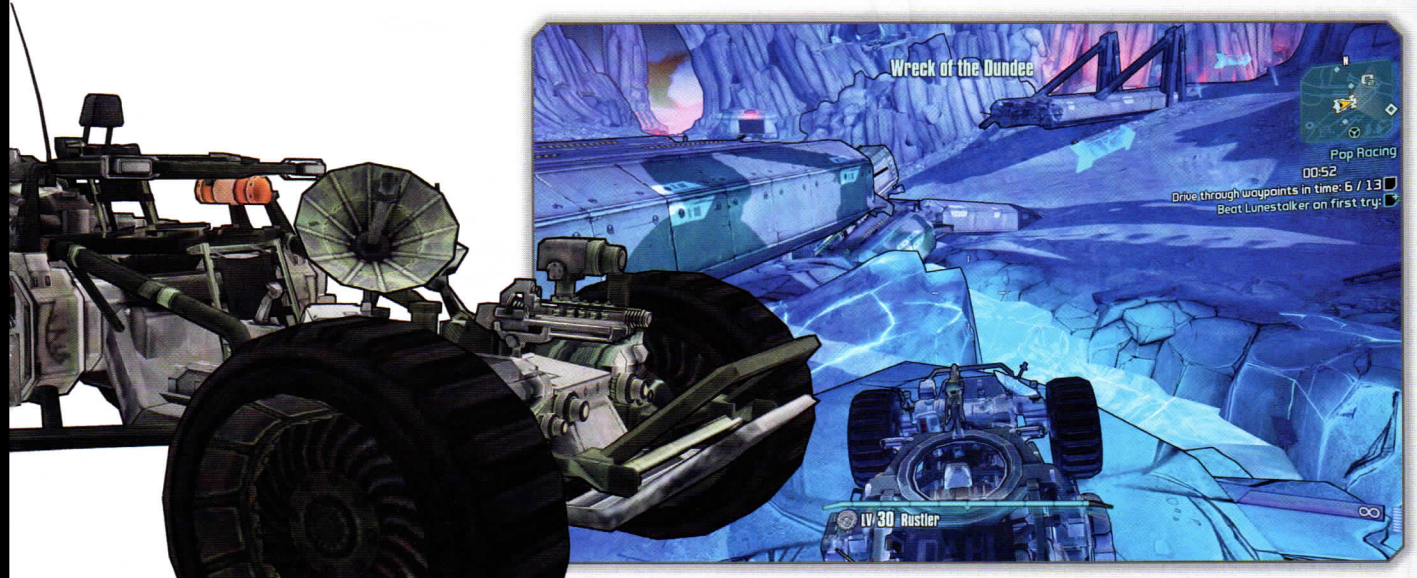
Only Moon Buggies can compete in this race against time. Also note that you earn an extra cash/XP bonus if you beat LuneStalker's record on your very first try.

Before you start, you might want to check out the route and waypoint locations on our mission map. After LuneStalker gives you a countdown, accelerate as the beacons brighten and the **1:30** timer starts counting down. Follow the racecourse waypoints (blue beacons) across the flats. As you speed from waypoint to waypoint, take note of the arrow signs that indicate the direction of impending turns.





The course is fairly straightforward (again, see our mission map), running across Vertigo Bridge **(3)** then winding around northern Triton Flats and curving back south with a return sprint back to LuneStalker's garage. Watch for a few sharp turns, one tight loop, and two tricky jumps **(4, 5)**—one over a frozen methane pond and another over a lava flow. As you approach each jump, hold down your Vehicle Boost button to accelerate across the gaps. You won't make it across otherwise.



When you finally beat LuneStalker's course record, collect your reward directly from him in his garage ... a most satisfying experience.

Region	Jack's Office / Veins of Helios
Mission Giver	Bounty Board in Jack's Office (Tassiter)
Available	After you complete "Watch Your Step"
Level	23

QUARANTINE: BACK ON SCHEDULE

Manually restart the worker bot command station.

MISSION MAP

Veins of Helios



MISSION BRIEFING

Tassiter is tired of the delay in rebuilding the Veins of Helios and has asked you to evaluate the situation regarding a parasitic infestation. He really seems to feel like you're best person for the job and has a lot of faith in your abilities. (Not.) First though, you have to manually restart the worker bot command station and get some bots to help you. Pfft, like you need supervision.

Rewards

TURN IN	MONEY	XP	GEAR
Glowing Console	5 Moonstones	493	N/A

MISSION WALKTHROUGH

This mission features several tasks plus a timed sequence, so get your fingers loosened up. From the Bounty Board, exit Jack's Office out into the Hyperion Hub of Heroism and work your way down to the area exit into the Veins of Helios. In the Veins **(1)**, Tassiter gives you the rundown on your objectives. Don't worry about memorizing them; the tasks are clear once you get there.



Work your way through the Veins to the Central Maintenance building **(2)** as you did in the "Science and Violence" story mission. (Refer to that section of our Story Missions walkthrough for a refresher, if necessary.) When you arrive, enter via Airlock **2** and fight your way through the building to the glowing terminal **(3)**.

Now three objective markers appear on your mini-map, each marking a button on a console that you must push. You must push them in the correct order or the system resets. The correct order is indicated by big numbers emblazoned on the wall behind each console: **1, 2, 3.**



You start by setting the failsafe timer **(3)** at the console marked **"1"** on the wall. Next you seal the doors using the console **(4)** marked **"2"** on the wall. Finally, you open the access portals by using the console **(5)** marked **"3"** on the wall.

Pushing the third button starts the failsafe timer countdown. Now you have just **30** seconds to run around the room and press the five green buttons on the railings to activate all five force fields. If the timer goes off before you finish, hit the Restart button on the terminal **(5)** marked **"3"** on the wall and start over.

One obvious suggestion: Before you give it a live go, explore the room, find all five force field buttons on the railings, plot out your course, and then make a few practice runs. (The buttons are red until the failsafe timer starts its countdown.)

Our route: when you hit the access-portals button that starts the failsafe timer, you have a few seconds before the countdown actually starts. Turn left and sprint upstairs to the first button on the railing. Wait until the timer officially starts and the button turns green, and then push it so it turns red. Sprint along the same railing to hit the next button then hop over the railing to the left stairs across the room. Hustle upstairs to hit the next two buttons along that far railing (where the wall is numbered **"2"**). Finally, hop over that railing and drop straight down. Turn around and descend the stairs to the last button.



Good luck! The timing is very tight, so it may take a few tries before you get it. Once you succeed, release the worker bots. Just use the glowing console where the wall is numbered **"3."** Finished! Turn in at the newly glowing console just to your left to get your just rewards. This immediately unlocks a new optional mission, "Quarantine: Infestation."

Region	Veins of Helios
Mission Giver	Worker Bot Console in Veins of Helios (Tassiter)
Available	After you complete "Quarantine: Back on Schedule"
Level	23

QUARANTINE: INFESTATION

Get inside the quarantined section and remove the lockdown.

MISSION MAP

Veins of Helios



MISSION BRIEFING

Tassiter has asked you to evaluate the situation regarding a parasitic infestation in the Veins of Helios. Head through the maintenance tunnels, get inside the quarantine, check out the situation, then do your Vault Hunter-y thing and fix it.

Rewards

TURN IN	MONEY	XP	GEAR
Bounty Board in Jack's Office	5 Moonstones	4934	N/A

MISSION WALKTHROUGH



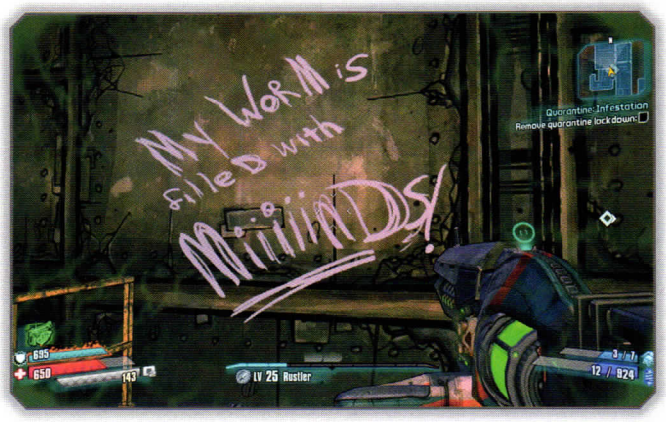
Well, you knew **this** was coming. Tassiter wants you to investigate the infestation itself now. From the Worker Bot console **(1)** where you pick up the mission, cross the room and drop down into the maintenance tunnel through the hole in the floor **(2)**.

Proceed south (in map direction) down the slimy tunnel. This is an airless passage but you can shoot garbage piles to find Oxygen Canisters. At the end, walk up the big pipe to exit the hull. Keep following the pipe up onto the exterior platform where a big pile of junk blocks access to Airlock **4,** which leads into the quarantine section. Find the nearby Worker Bot in stasis **(3)** and use the glowing button to activate it. The Worker hauls away the blockage. Use the airlock to get back inside.



Six infested workers greet you warmly. Return the warmth with some nice burning damage. Toast all six of them to complete a mission objective. Check out the interesting graffiti on the wall then use the glowing console to remove the lockdown and complete the mission. Is this a good thing? That remains to be seen ...

You can turn in at the Bounty Board back in Jack' Office, but take Tassiter's advice and check in with that semi-sane infected fellow named Lazlo patrolling the area. He'll give you another mission, "In Perfect Hibernation," and then a follow-up, "Trouble with Space Hurps."





Region	Triton Flats
Mission Giver	Triton Flats Bounty Board (Rose Yin)
Available	After you complete "All the Little Creatures"
Level	11

RECRUITMENT DRIVE

Put up posters for Rose and the Concordia People's Front.

MISSION MAP

Triton Flats



Failable Mission!

"Recruitment Drive" has a timed component that starts the moment you pick up Rose's posters. If you fail, you must return to the mission start location (the Triton Flats Bounty Board) and re-accept the mission to try again.

MISSION BRIEFING

Rose Yin, a leader of the Concordia People's Front, needs your assistance in resisting oppression from those who oppress. Help her spread the word by putting up posters and trying not to get shot.

Rewards

TURN IN	MONEY	XP	GEAR
Triton Flats Bounty Board	281	1363	Rifle OR Shotgun

MISSION WALKTHROUGH

Pick up this timed mission at the Triton Flats Bounty Board **(1)**. Before you take it, however, note this: The timing is made much easier if you wait until you've unlocked the Stingray garage **(7)**, which is one of the first objectives in the story mission "Intelligences of the Artificial Persuasion." Opening that garage saves precious seconds in your timed route for this mission.



Rose Yin sends you to pick up some Concordia People's Front recruitment posters in the organization's secret base. Go outside and take a vehicle from the Moon Zoomy. As you follow the objective marker, note the route because you'll speed directly back the same way in a few seconds.

When you arrive at the secret base **(2)**, Rose remembers that the door is locked and she has the keys. She suggests trying the skylight. Park your vehicle just outside the door with its front end facing away—every second you save counts—and then jump up onto the roof. Shoot the explosive barrels to shatter the skylight panes. Drop in and open the front door. Then find the recruitment posters on the desk. Get ready—the moment you pick them up, the mission timer starts counting down from **4:00.** If you fail the mission and return to try again, the secret base's door is open.



Grab the posters and sprint to your buggy! Drive straight back to the Triton Flats Bounty Board **(1)**. When you arrive, sprint inside, place the poster on the board (the spot is marked), and then run back to your vehicle.

Steer directly at the Scav base **(3)**—the Stingray can dive right down the steep hill. When you arrive, ignore the Scavs firing at you; there's no time to fight. Sprint to the jump pad and use it to leap up to the balcony. You land right at the target location on the outside wall, so quickly place a poster on the marked spot. Hop back down and hurry to your vehicle.



Drive north across the nearby Vertigo Bridge. Follow the road's curve downhill then veer slightly right toward the rightmost end of the raised walkway **(4)** (circled in our screenshot) that crosses over the road. Park facing back uphill, leap out and sprint across the walkway to the marked spot **(5)** to place the third poster.

All your posters are up! Now you need to burn the competition's posters. Hurry! Time is ticking down.



Sprint back to your vehicle and drive back uphill toward Vertigo Bridge. Just before the bridge, turn hard left around the cliffs and speed downhill until you reach the Darksiders entrance **(6)** on your left. Drive right inside and shoot the PLA poster on the far wall with your vehicle weapon. Drive out and turn left.

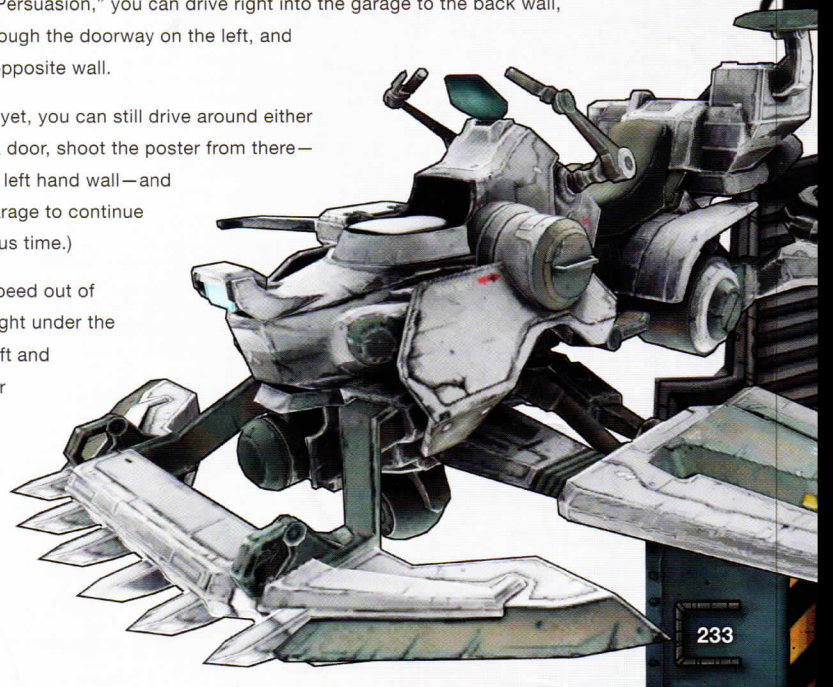
Keep veering through gaps on the left, ignoring the Shugguraths hovering in the way—no time to shoot! (Check our mission map for the route.) Continue downhill until you reach the Stingray garage on the left **(7)**. If you opened this garage door at the beginning of the story mission "Intelligences of the Artificial Persuasion," you can drive right into the garage to the back wall, hop out of the vehicle, run through the doorway on the left, and shoot the PLA poster on the opposite wall.



(If the garage door **isn't** open yet, you can still drive around either side of the garage to the back door, shoot the poster from there—it's just inside the door on the left hand wall—and then drive back around the garage to continue the route. But you lose precious time.)

Sprint back to your vehicle, speed out of the garage and veer slightly right under the collapsed bridge. Turn hard left and accelerate through the circular gap in the rocks **(8)** (see our screenshot) and drive directly toward the staircase underneath the fallen bridge section **(9)**. Rush upstairs to the room on the left and shoot the last poster. Whew!

Head back to the Triton Flats Bounty Board **(1)** to pick up your reward. Note: if you failed to complete the tasks within the allotted time, you have to pick up the mission again from the Bounty Board and start over.



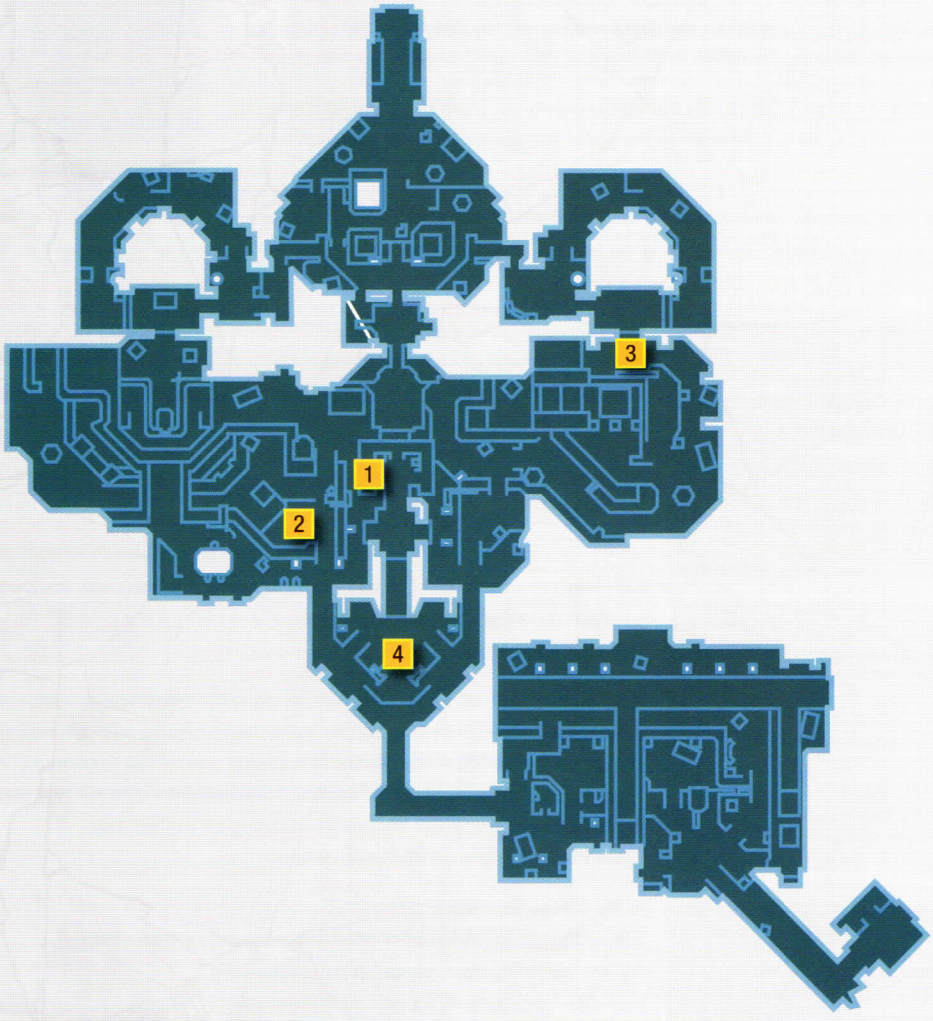
Region	Lunar Launching Station
Mission Giver	Lunar Launching Station Bounty Board (Tassiter)
Available	After you complete "Watch Your Step"
Level	23

RED, THEN DEAD

Kill couriers to get ECHO evidence.

MISSION MAP

Lunar Launching Station



MISSION BRIEFING

Tassiter has effectively bribed you into collecting evidence he can use to get Jack fired. Hunt down the guys in red shirts and pick up any files they drop.

Rewards

TURN IN	MONEY	XP	GEAR
Lunar Launching Station Bounty Board	1097	9869	Shotgun

MISSION WALKTHROUGH

From the upstairs Bounty Board **(1)** in the Lunar Launching Station, head back downstairs and follow your marker to find the red-suited Lost Legion Courier **(2)** sauntering slowly along. He's an easy kill, but other soldiers make things more difficult. Once the courier falls, pick up the ECHO recorder (called "Evidence") that he drops and listen to Zarpedon's report. Then the local Dahl commander calls for more armor and troops. Things will be getting nastier very soon.



Follow the marker to the second courier **(3)**. The way is more treacherous now, with more Lost Legion guards starting to arrive. This time the courier is a "Lost Legion Powersuit Noob." The powersuit of course is red, and although it's still a powerful mechanical unit, the courier doesn't handle it very well. Blast the noob quickly and remember to stay back until the suit self-destructs. Then pick up the ECHO he drops. Two down, one to go.





Now the Dahl commander orders the poor couriers into saferooms if they see you approach. Switch to a weapon with good Electrocute damage and quickly hunt down the third red-suited courier **(4)** who is well shielded and fights only briefly before running off. He has a jetpack that lets him zoom up and away quickly too. You may have to do some chasing and hunting, using your in-game maps. When you finally get him cornered and take him down, grab that last ECHO then turn in at the upstairs Bounty Board **(1)** where you picked up the mission. If the last courier makes it to the safe room, use the switch to open the door.

Region	Concordia / Triton Flats / Outlands Canyon
Mission Giver	Nurse Nina
Available	After you complete "Treasures of ECHO Madre"
Level	11

ROUGH LOVE

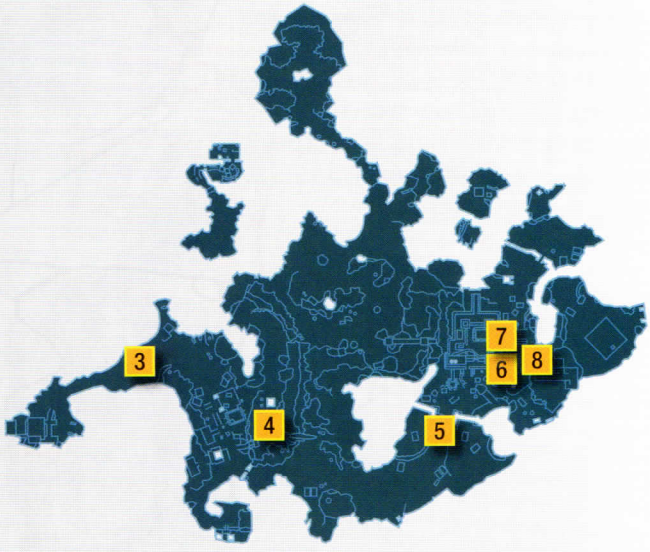
Help Nurse Nina find love.

MISSION MAP

Triton Flats



Outlands Canyon



MISSION BRIEFING

Nurse Nina needs your help to find true love. Take the gifts she has prepared and deliver them to each potential suitor.

Rewards

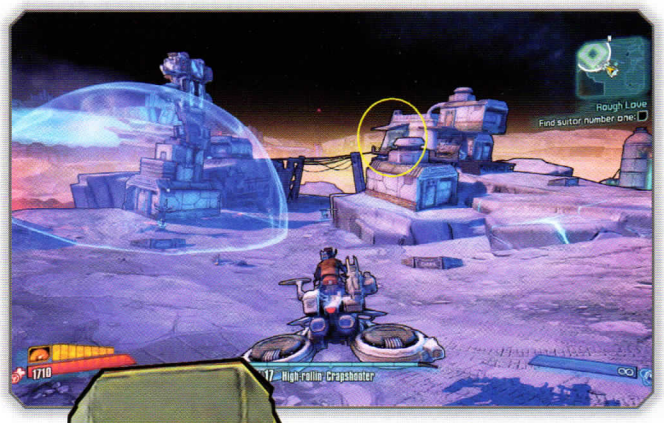
TURN IN	MONEY	XP	GEAR
Nurse Nina	140	1363	Pistol OR Grenade Mod



MISSION WALKTHROUGH

Yes, Nurse Nina needs a partner for love-times. Your job is to find her three suitors. After you take this mission from Nina in her Jab 'N' Go clinic in Concordia, pick up the flowers and chocolate from the nearby cart. Then go to the Fast Travel station and teleport to Triton Flats **(1)**. Grab a Stingray at the Moon Zoomy station in the other room and zoom over to the So Much Serenity settlement **(2)**.

Dismount and head up the walkway that goes over the road. Enter the first doorway on the right, go through the room, and find suitor number one, a guy named Meat Head, just outside the opposite doorway. He looks hostile, doesn't he? Give him the presents ... and then kill him. You get bonus points if you freeze him first with a Cryo weapon. Don't forget to pick up Nina's gifts, the flowers and chocolates! Go back to the Triton Flats Fast Travel station **(1)** and teleport to Outlands Canyon **(3)**.







Head down into Bogan's Warren but veer to the left and climb up the rock walls that overlook the settlement from the east. Fight off a few Scavs and then find the big fellow named Drongo Bones **(4)** standing with his back to you. Give him Nina's gifts. And then kill him too. Use a Corrosive weapon for extra credit.

Now exit Bogan's Warren to the south, get a vehicle at the Moon Zoomy, and follow the Tork-infested canyon to the Research Facility gate **(5)**. Stay near the gate and pick off the Scavs who come to meet you. Then push northeast through the facility until you see the big raised structure that crosses over the road (see our screenshot). Shoot the mound **(6)** to release an air geyser, and then use that to jump up onto the roof on the left.







From there you can work your way up to the overpass walkway **(7)** and fight across to the other side. Climb uphill to the right and find Timber Logwood **(8)** inside the air-filled building. Give him Nina's gifts. Then, at Nina's request, start shooting him with a weapon that inflicts Burn damage. But **stop** shooting when she orders it. He's got a bit of a flesh wound there, doesn't he? But Nina will fix him. Return to her in Concordia to pick up your rewards.

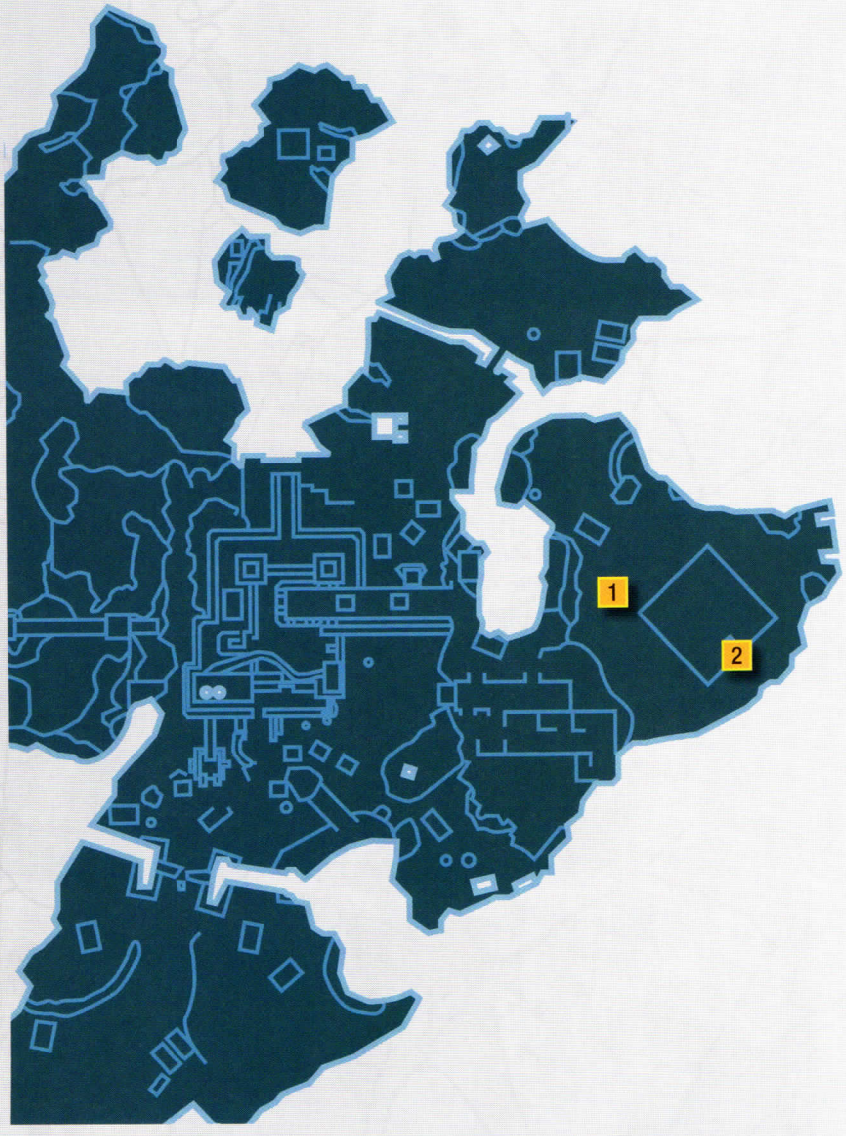
Region	Outlands Canyon
Mission Giver	Tog
Available	After you complete "Boomshakalaka"
Level	9

SPACE SLAM

Become a slam-dunk champion.

MISSION MAP

Outlands Canyon



MISSION BRIEFING

With the unfortunate hiatus of Dunks Watson, Elpis needs a new slam dunk champion. Slam the ex-champ's lucky ball through the Court of Dreams' hoop like the badass you are. Bonus points if you are, literally, on fire when you do it.

Rewards

TURN IN	MONEY	XP	GEAR
Tog	56 (62)	967 (1157)	Pistol (OR RPG)

MISSION WALKTHROUGH

Pick up this mission at The Court of Dreams in Outlands Canyon immediately after completing "Boomshakalaka." Talk to Tog **(1)**, the sports reporter, who explains what you need to do: jump into the air and slam through the nearby basketball hoop **(2)**, preferably while on fire. You don't even need a basketball to do it.



Approach the jump pad and shoot the incendiary barrel next to it to ignite yourself. While in flames, run onto the jump pad to spring high into the air—quickly, before you extinguish. Use your Move Forward control to maneuver directly over the backboard, and then press and hold the Crouch button to execute a ground slam right through the hoop. Slamming through the hoop triggers a celebration. Return to Tog to be interviewed, and then talk to him again to turn in and get your rewards, which may include an RPG. If you completed the bonus requirement of dunking on fire, you pick up a little extra cash and XP as well.



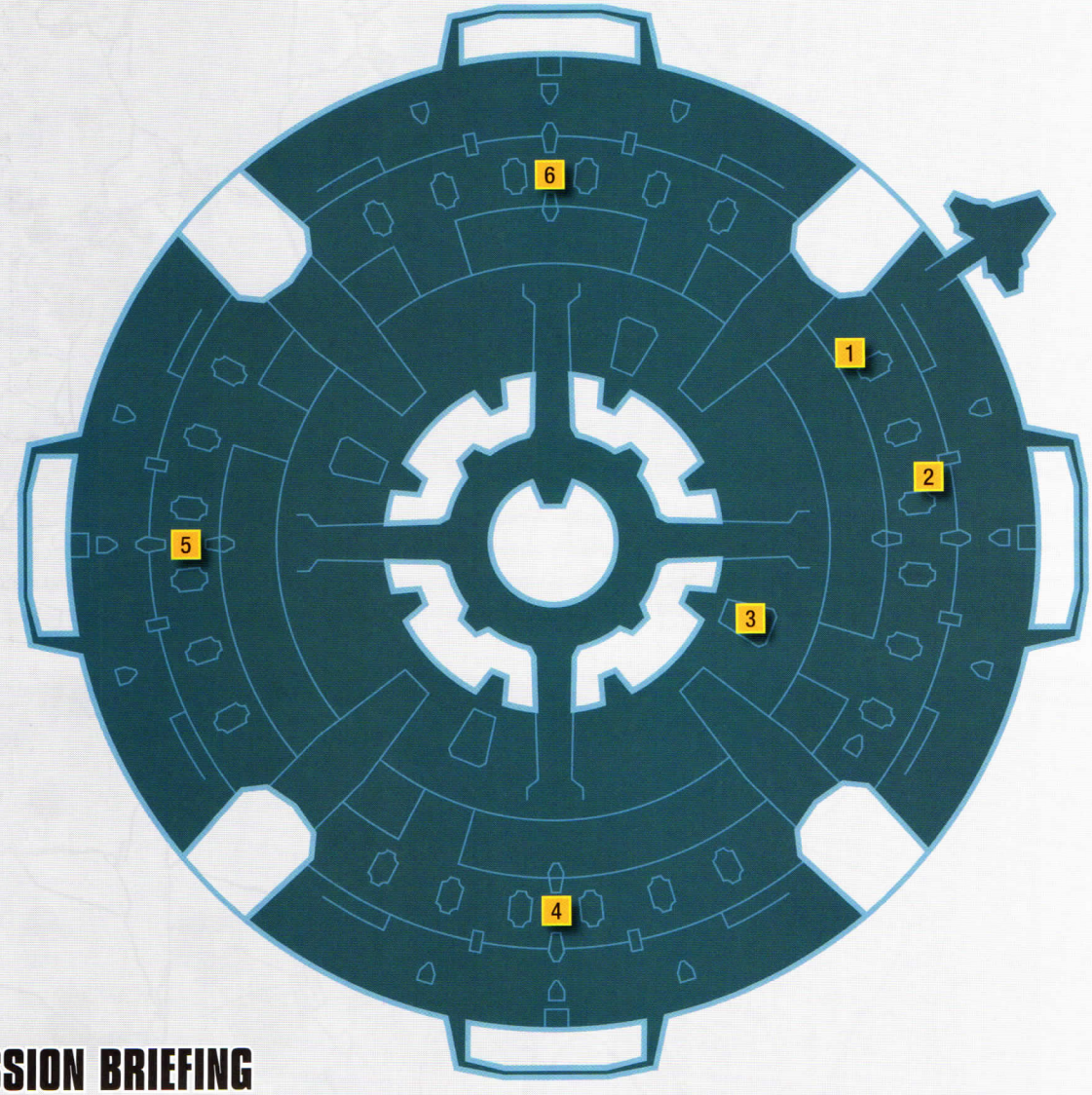
Region	Eleseer
Mission Giver	Sterwin
Available	After you complete "Guardian Hunter" and "28N-TP"
Level	29

STERWIN FOREVER

Help Sterwin preserve the endangered Opha by capturing them.

MISSION MAP

Eleseer



MISSION BRIEFING

Sterwin returns, but now his mission is one of conservation. He wants you to help him collect the critically-endangered Opha. One sample of each should do it. Equip once more the Monster Trap grenade mod, lower enemy health to less than 25% and set out on an Opha-gathering adventure.

Rewards

TURN IN	MONEY	XP	GEAR
Sterwin	1083	11,145	Sniper Rifle OR Grenade Mod

MISSION WALKTHROUGH

This mission unlocks in Eleseer when you complete "Guardian Hunter," but head to Concordia first and pick up "The Bestest Story Ever Told" at the town's Bounty Board first. The reason: that mission sends you to Eleseer, so you can kill two birds with one stone while you're there. In Eleseer, find Sterwin **(1)** just down the ramp from the area entry. He's a conservationist now and wants you to be "part of the solution." He asks you to capture some living Ophas. Good god.

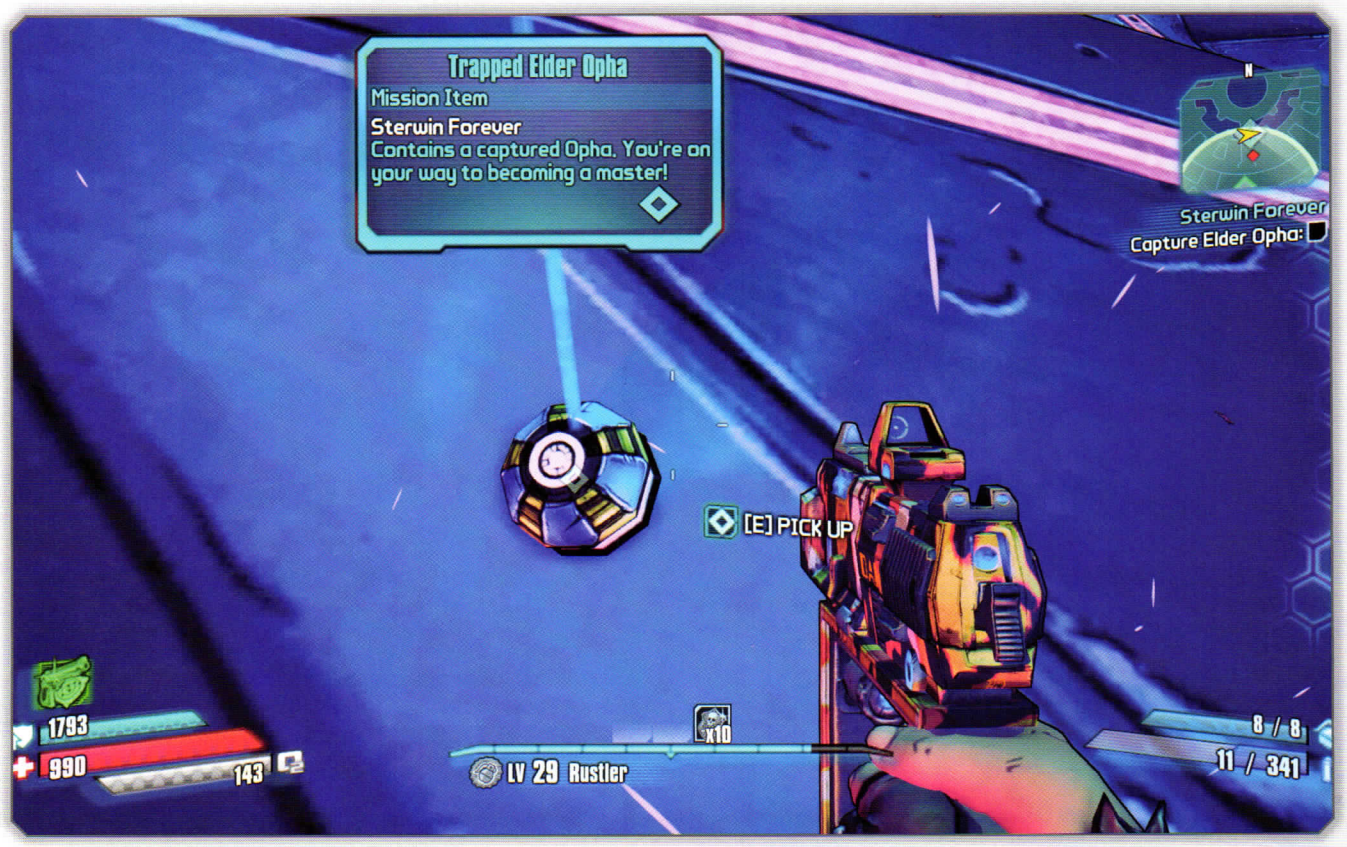


Equip the Homing Monster Trap grenade mod in your Inventory then head into the Eleseer complex. First, Sterwin wants a regular Opha, and one is nearby—just follow the waypoint marker **(2)** to find it. Attack it until its health bar is below 25% then toss a grenade at its feet to capture it. Pick up the "Trapped Opha" cylinder.

Now Sterwin wants an Elder Opha. Go through the gate and climb the ramp **(3)** to the upper level. (This ramp wasn't open when you initially moved through the complex in "The Beginning of the End." It's a nice shortcut!) When you reach the Elder Opha **(4)**, you know what to do. He's running up and down one of the top-level ramps. The Elder is tough because his shield recharges quickly; you need a continuous stream of hits to break it and keep it broken so you can drain health. Gun him down below 25% health and toss a trap grenade.



Crikey, now he wants a Virtuous Opha. Move along the top level toward the waypoint **(5)** and repeat the process again with this cute, playful creature. Like its Elder cousin, it has fast-regenerating shields. When you finally get the Virtuous Opha, you have one left to trap: the powerful Opha Superior! Follow the map waypoint to find it the big fellow **(6)** and trap him. Then return to Sterwin **(1)** to deliver the goods and get your rewards.



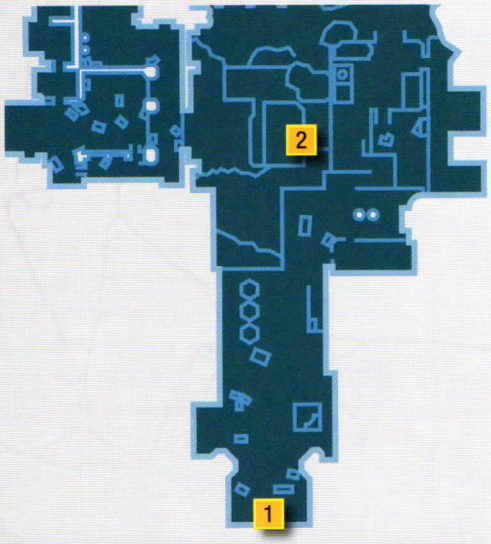
Region	Outlands Canyon / Titan Robot Production Plant
Mission Giver	Davis Pickle
Available	After you complete "Let's Build a Robot Army"
Level	18

SUB-LEVEL 13

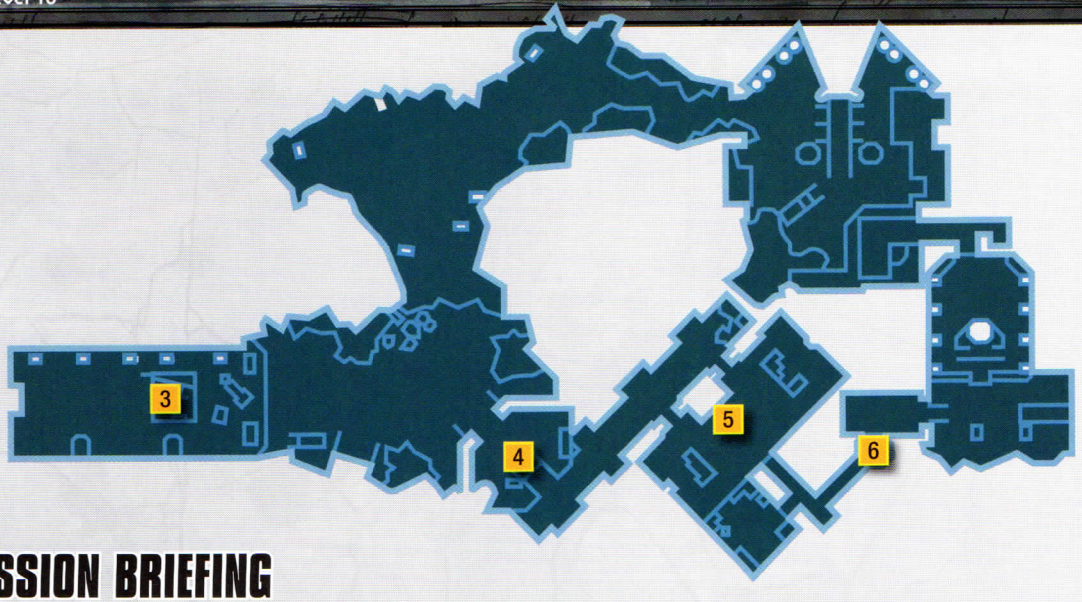
Find Pickle's piece of tech ... and Harry too, of course.

MISSION MAP

Titan Industrial Facility



Sub-Level 13



MISSION BRIEFING

Pickle needs your help to find a friend of his, Harry, who has gone into Sub-Level 13 to fetch Pickle a piece of experimental Dahl technology. No big deal, it's just that Sub-Level 13 is rumored to be haunted.

Rewards

TURN IN	MONEY	XP	GEAR
Harry's Remains	174	3527	N/A

MISSION WALKTHROUGH

After you finish "Let's Build a Robot Army," visit Davis Pickle at his Fingersmith Hall base in Outlands Canyon to pick up this mission. Use the Fast Travel station just down the hill from his camp, but here's a shortcut: although the in-game objective marker wants to send you to the Titan Industrial Facility station, a much quicker route is to teleport to the Titan Robot Production Plant station. Then, when you arrive, turn right and use the nearby area exit to travel to the Titan Industrial Facility **(1)**. This puts you just a short distance from your first marked destination. When you get there, hop off the platform and work your way down the rock ledges to find a sub-level entrance **(2)** underneath the structure.

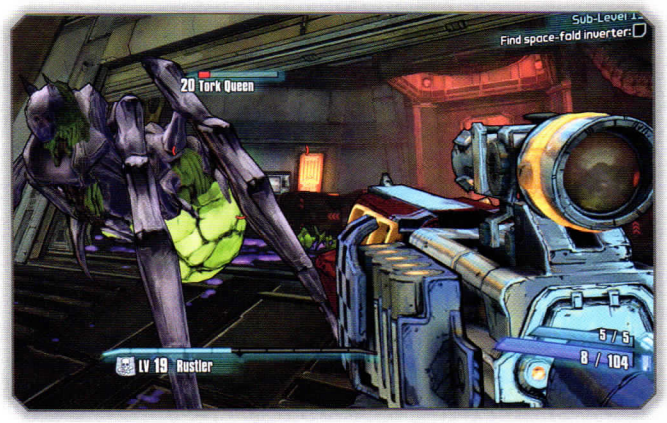


(If you had followed the in-game marker and used Fast Travel to the Titan Industrial Facility, you'd have to work your way through the entire Tork-and-Scav-infested map to reach the same place.)

Enter the passage to find an area exit to Sub-Level 13. Travel then use the big vehicle-grade lift **(3)** to descend to the sub-level. As you drop, your contact with Pickle is cut off, and a recording warns that Sub-Level **13** has been designated a quarantine zone. That doesn't sound good.

Now your objective is to find a space-fold inverter. Move down the underground path. A ghostly apparition flits past moaning about "cold then hot then cold." Be ready—when you enter the first structure, a big Tork Queen suddenly pushes up through the floor and attacks. Nail her tail for critical hits. Drop into the shaft in the floor, now opened by the tork.

Follow the corridor until you spot the ghost again calling for help. Now somebody named E-GUN transmits an order to "shoot the junction box." Hurry into the next room on the right, because powerful ghostly apparitions soon start attacking you, and your weapons have seemingly no effect on them! Shoot the glowing electrical fuse box **(5)** in the room to disperse the apparitions.







Find the glowing vent opening on the wall. Pull it open, hop in the vent, and move down the red-lit passage. To the right you find a small room with a big stash of chests full of goodies. Loot it then continue down the vent until you find poor Harry. Listen to his ECHO to learn that Harry figured out how to fend off the ghosts but couldn't do the same to the common Torks. And there's no trace of Pickle's space-fold inverter.

Pickle tells you nice job, time to turn in. Get your reward from the remains of poor Harry. Turning in immediately triggers a new mission, "Sub-Level 13: Part 2."

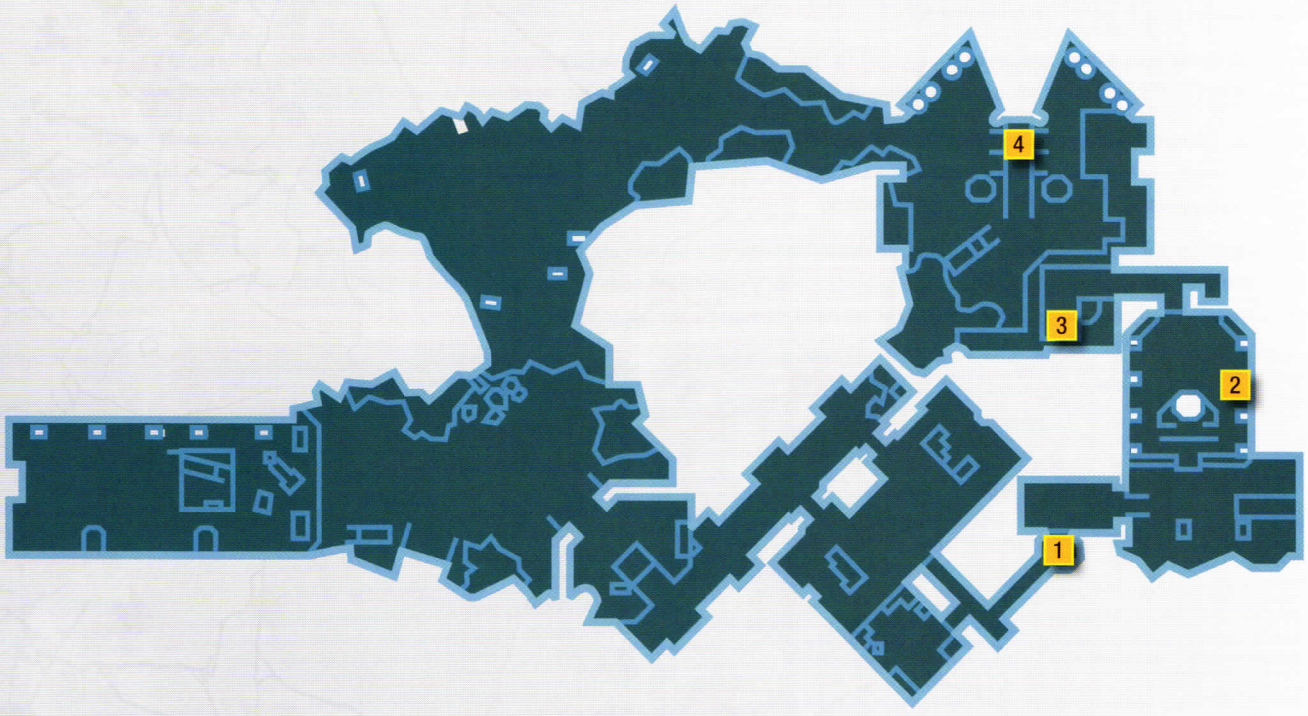
Region	Sub-Level 13
Mission Giver	Harry's Remains
Available	After you complete "Sub-Level 13"
Level	18

SUB-LEVEL 13: PART 2

Find Pickle's space-fold inverter.

MISSION MAP

Sub-Level 13



MISSION BRIEFING

Pickle asked you to locate Harry, who was sent into Sub-Level 13 to find a space-fold inverter. Harry, unfortunately, never made it out alive. You found his body, along with a modified E-GUN, which should help you fend off the ghosts haunting this place while you find out what happened here.

Rewards

TURN IN	MONEY	XP	GEAR
Pickle OR Schmidt	697	7054 (14108)	Grenade Mod OR Laser

MISSION WALKTHROUGH

Pick up this mission immediately after completing "Sub-Level 13." You received Harry's ghostkiller E-GUN as a reward; now it's listed in your Inventory as a Mission Weapon. Equip it in a slot and immediately arm yourself with it. Keep a good close-range Tork-killer equipped as well. Powerful shotguns work well.



From your spot in the air shaft **(1)** next to poor dead Harry, jump up to the ladder just above you and climb to the top. Move down the corridor, ready for the first ghost up ahead. After you zap the apparition, switch to your Tork-killer and nail the Torks below. Jump over to the yellow-lit doorway and move into a lab of some sort. Go upstairs to the right and pick up "Accident Report 16A" recording **(2)** to hear an account of a female Dahl soldier named Schmidt who had a bad accident. When it ends, you hear a moaning voice calling for help again (as in the previous Sub-Level 13 mission).

A Tork bursts in through a wall grate. Kill the beast and enter the passage it opened. (You have to hop **and** crouch to get in.) Turn around and look for another ghost behind you. If you spot it, go kill it with the E-GUN, then return to the air vent. Follow it to the vertical vent **(3)** and drop down into the next room.



Find a supplemental accident report on a rather bloody chair and pick it up to listen to it. Then use the door lock panel just across the room and enter the unlocking code. Drop down into the big chamber beyond and move toward the cargo Fast Travel station, a glowing column of blue light **(4)**.

Ghosts start popping out of it! Use E-GUN to kill as many as you need in order to get your bonus objective of five (which doubles your XP reward), then take Pickle's frantic advice and blast the three glowing control panels around the light column to shut off the otherworldly conduit. The ghostly voice thanks you! Pick up Pickle's space-fold inverter.

Now you have a choice:

You can hop up to the nearby raised platform and use the inverter to fix the Fast Travel station, which brings back Schmidt, who was trapped in the travel grid. Turn in to Schmidt down on the floor to get your reward, which includes the E-GUN.

Or you can exit Sub-Level 13 and return the space-fold inverter to Pickle, as he has requested. Your reward from Pickle includes a powerful Grenade Mod.





Region	Serenity's Waste
Mission Giver	Janey Springs
Available	After you complete "Lost Legion Invasion"
Level	3

TALES FROM ELPIS

Find Springs' lost ECHO stories.

MISSION MAP

Serenity's Waste



MISSION BRIEFING

Janey Springs wrote some supposedly kid-friendly stories a while back, but she lost them. Go collect all three, hunt down the Kraggon that bit Janey, and return them all to her.

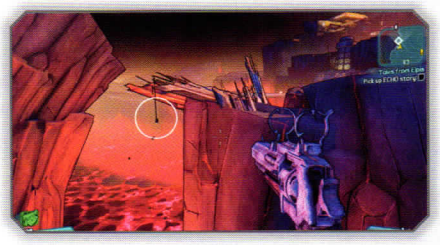
Rewards

TURN IN	MONEY	XP	GEAR
Janey Springs	11	160	Sniper Rifle (OR Shotgun if Level 5)

MISSION WALKTHROUGH

After you complete "Lost Legion Invasion," find Janey Springs in her Serenity's Waste camp **(1)** to pick up this mission. Janey explains that she lost three children's books that she wrote. Now she wants you to find their ECHO recordings.

Find the first ECHO story



Exit her camp and work your way northwest to the wreckage of a large spacecraft **(2)** hanging over a lava lake. Move through the shattered fuselage past a pair of cots (one with a teddy bear!) and drop to the ledge below where you find an oxygen source to replenish your Oz kit. Smash the nearby mound to open a gushing air vent that shoots upward.

Now look up. The ECHO device you seek is hanging on a rope from a strut jutting out of crash debris (circled in our screenshot). The only way to reach it is to step on the gushing air vent, ride it up toward the dangling device, and then use some Oz kit thrust (by pressing Jump) while steering toward the diamond objective icon that appears. When you get close enough, center your view on the icon/device and hit your Pickup Item button to grab it. Then try to land on the rock ledge below.

It's a tricky move. But note that if you manage to nab the hanging ECHO device but miss the ledge and fall into the lava pit, you still retain the item after you respawn.

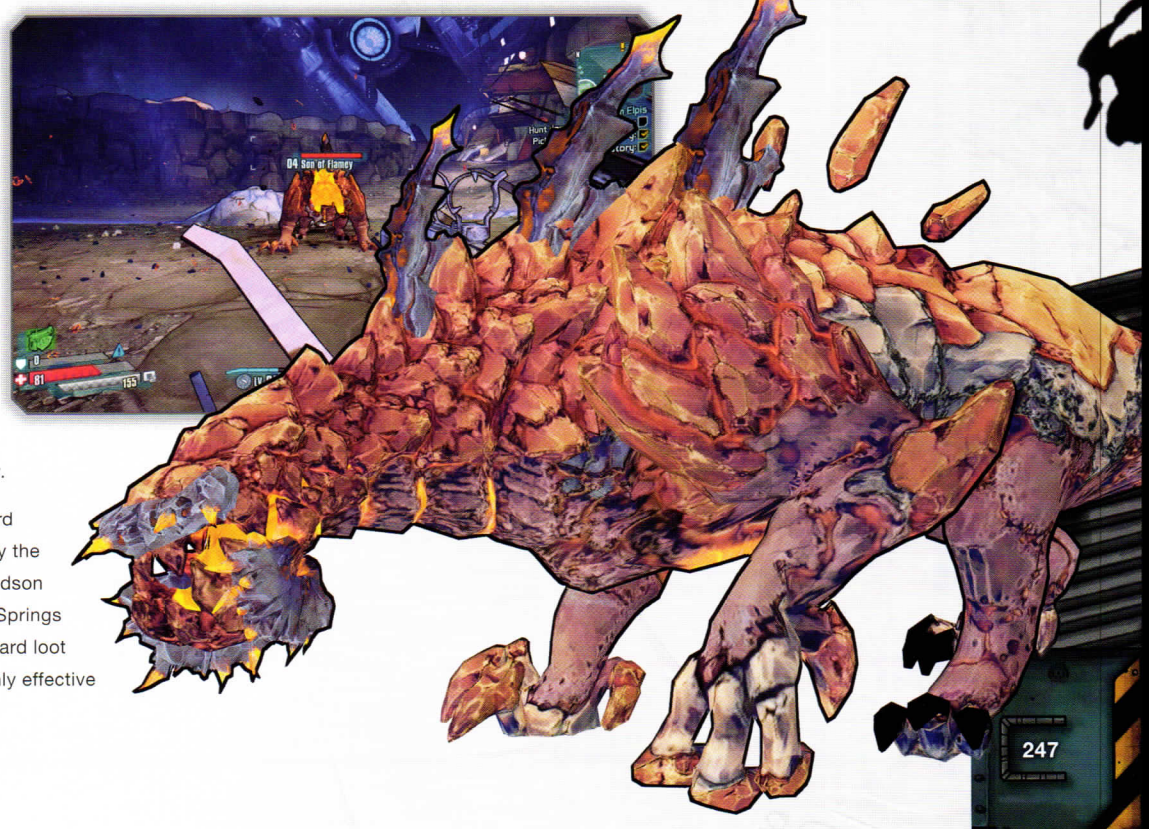
Find the second ECHO story

Janey thinks the next story is in her old camp **(3)**. This one's easy. Head due south from the wrecked craft to another shattered structure. Turn on the Air Dome Generator out front and hop up onto the platform behind it. Pull the glowing handle to open the door and then find the ECHO device. You hear about a Kraggon named Flamey who once bit Janey. She killed the beast but still wants revenge on its offspring.



Hunt down Son of Flamey and find the third ECHO story

This time you get an area waypoint, marking a general area **(4)** where Son of Flamey roams. Head northwest from the old camp to find the flame-spewing monster surrounded by minions. Keep a minion or two alive (preferably the Pebbles) in case you need an easy kill for a Second Wind as you jump and air-thrust and circle-strafe Son of Flamey to dodge his burning fireball attacks. He also has a nasty melee swipe and a fiery ground-slam attack, so keep your distance. Remember to target his open mouth for critical hits, and hustle back to the air dome when your oxygen bar gets low.



When Son of Flamey finally falls, find the third ECHO Story amongst the items disgorged by the fallen Kraggon. (Watch out for a pair of Grandson of Flamey Kraggons!) Then turn in to Janey Springs back at her current camp **(1)** to get your reward loot that includes a sweet Sniper Rifle that's highly effective against shields.

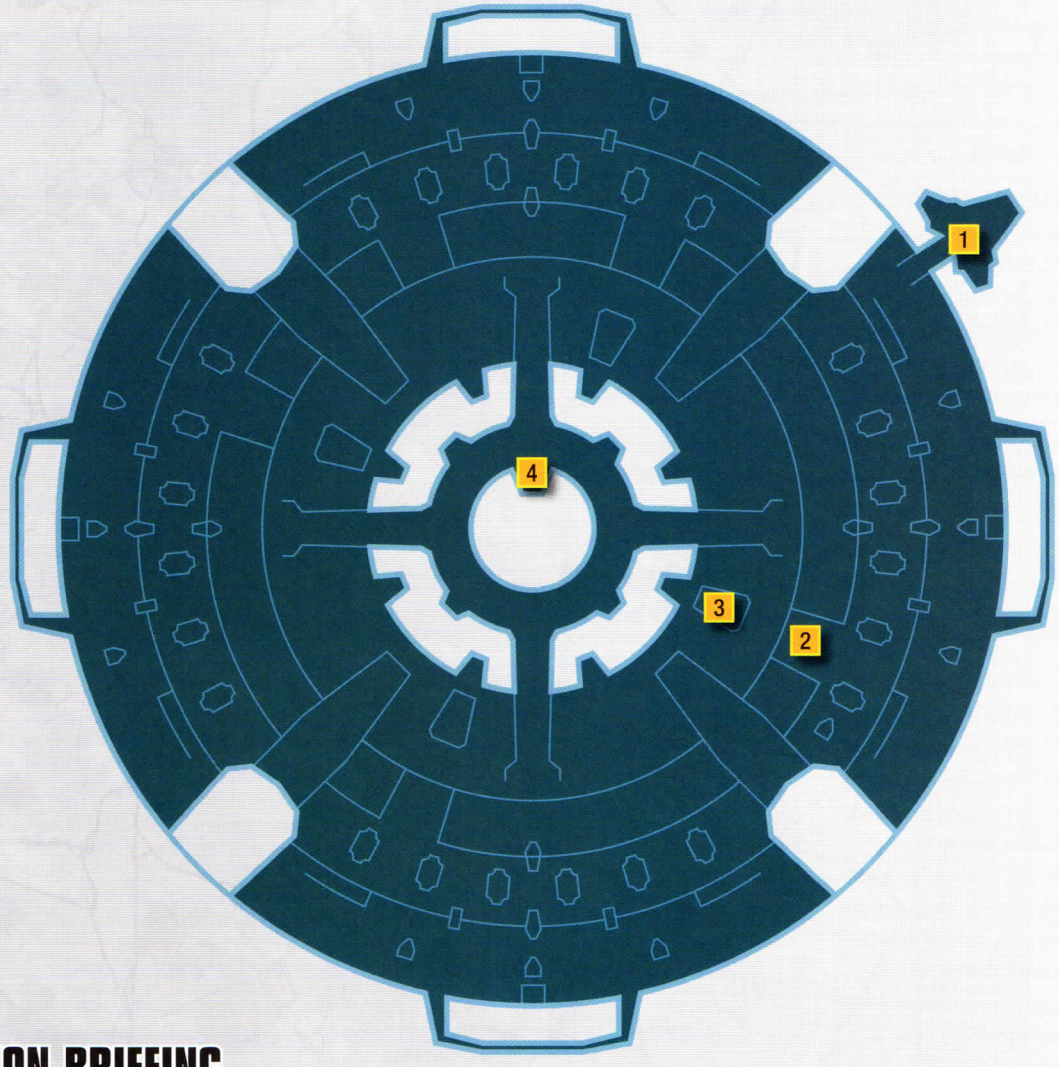
Region	Concordia / Eleseer
Mission Giver	Concordia Bounty Board
Available	After you complete "The Beginning of the End"
Level	28

THE BESTEST STORY EVER TOLD

Defeat the Invincible Sentinel.

MISSION MAP

Eleseer



MISSION BRIEFING

There's a raid boss that needs defeating and it's lurking somewhere in Eleseer. Locate the entrance and prepare yourself. Post-script: you MAY want to bring a friend. Or, you know, three.

Rewards

TURN IN	MONEY	XP	GEAR
Concordia Bounty Board	967	6983	SMG

MISSION WALKTHROUGH

Pick up this mission at the Concordia Bounty Board after you complete "The Beginning of the End," the game's last story mission. First, make sure you've got at least 20 Moonstones in your pouch—or, if you're playing co-op, make sure your team has 20 total amongst you. Use Fast Travel to teleport to Eleseer **(1)**.

When you arrive, fight your way down to the first gate **(2)**, which is open now, and use the ramp **(3)** just inside to climb to the upper level. (Neither the gate nor ramp were open on your initial pass through "The Beginning of the End," so it's a nice shortcut now.) Climb the next ramp up to the top where you get a new directive from Tina.





Follow the top level walkway to the four Moonstone podiums **(4)**. If you're playing with friends you can split the cost, which is 5 Moonstones per podium. Once you sacrifice the Moonstones, step up to the Vault entrance and touch it to enter.



Now you face the same two endgame bosses that you fought in "The Beginning of the End," except ... well, the big guy who comes second is *ridiculously* tougher. Fight the first boss, now called the Invincible Sentinel, the same way you did the last time. But when the second guy arrives, settle in for the long haul, because taking him down requires a combination of intense focus and zenlike patience.

Here's how the developers describe it:

- THE RAID VARIATION OF THE INVINCIBLE EMPYREAN SENTINEL HAS *SIGNIFICANTLY* MORE HEALTH AND SHIELDS, AND ALL OF HIS ATTACKS ARE *SIGNIFICANTLY* MORE DAMAGING.
- IN ADDITION, ANY TIME HIS HANDS TOUCH THE ARENA FLOOR, FOR *ANY* REASON, THE FLOOR BECOMES CHARGED WITH ELEMENTAL DAMAGE MATCHING HIS CURRENT PHASE'S ELEMENTAL TYPE FOR A FEW SECONDS. NOTE THAT THIS ALSO INCLUDES WHEN HE FIRST SPAWNS, AND THE ENTIRE TIME THAT HE IS STUNNED BETWEEN PHASES. *OUCH!*
- BOTH CHERU AND SERA MINIONS SPAWN DURING THIS ENTIRE FIGHT AS WELL. THEY'RE ANNOYING, BUT YOU'LL LIKELY NEED THEM FOR A NUMBER OF SECOND WIND OPPORTUNITIES.

That touch of elemental death in the Invincible Empyrean Sentinel's fingers changes your tactics a bit. When the touch happens, you need to be off the ground as much as possible. Keep jumping and shooting—and if you have an Oz Kit or Shield that increases your gun damage while in the air, equip it!

When the big lug finally falls—and it takes lots of time and patience— return to the Eleseer Fast Travel station and teleport back to Concordia. Turn in at the Bounty Board to pick up your rewards.

Region	Vorago Solitude
Mission Giver	The Don
Available	After you complete "Eye to Eye"
Level	24

THE DON

Find and return The Don's ball.

MISSION MAP

Vorago Solitude



MISSION BRIEFING

The Don has been playing a bit of snick-it, but his ball has gone out of bounds, somewhere. Find the snick-it ball and bring it back to him.

Rewards

TURN IN	MONEY	XP	GEAR
The Don	614	5319	Skin Customization

MISSION WALKTHROUGH



This timed mission unlocks at the completion of "Eye to Eye," and you find it when you visit Vorago Solitude for the final story mission, "The Beginning of the End." Before you go to the dig site for that mission, veer eastward to a jump pad **(1)**, one of several that can propel you across an otherwise impassable ice canyon with a methane river flowing at the bottom. On the other side, find the nearby vertical jump pad **(2)** and use it to hop onto the platform above you.

As you arrive you see a fellow swing a "snick-it" bat and knock a red ball out toward the ice canyon. Then he starts jogging back and forth while an Elpis Sports Network robo-cam snaps photos. Talk to The Don to pick up the mission. It appears he hit his snick-it ball clear *across* the canyon, and now he needs you to retrieve it. The coordinates of the ball's approximate landing upload to your ECHO map. When the conversation ends, the onscreen timer starts counting down from **4:30.**



Sprint to the jump pad at the end of the ramp and leap across the ice canyon. Unfortunately, the ball can end up in a number of different places in the solitude **(3)**, so we can't give you directions to the exact location. Just follow the area waypoint on your map and start looking. It could end up on a roof in the excavation camp or on the bank of the liquid methane river. The mission timer doesn't give you much time for fighting, so consider carrying a big shotgun for use only when attackers get in your face. Otherwise, ignore the hostiles and find that red ball!

When you finally acquire the snick-it ball, hurry back to use the jump pads **(1, 2)** as before and get back up to The Don. If you give him the ball in time, you can turn in for your rewards. If not, you have to start over from scratch. If you start over, the ball is likely in a different location, so be sure to check your ECHO map.

Region	Crisis Scar
Mission Giver	Peepot
Available	After you complete "Systems Jammed"
Level	7

THE EMPTY BILLABONG

Find Peepot's lost friend, the Jolly Swagman.

MISSION MAP

Crisis Scar



MISSION BRIEFING

One of Peepot's lost mates, the Jolly Swagman, has gone missing somewhere on the moon. Peepot has asked you to find him.

Rewards

TURN IN	MONEY	XP	GEAR
Peepot	17	316	N/A

MISSION WALKTHROUGH

This mission unlocks when you complete "Systems Jammed" but you probably won't meet the mission giver, Peepot, until you enter the Crisis Scar region in the later phase of the next story mission, "A New Direction." From the Crisis Scar entry gate **(1)**, head south until you find an old guy mumbling and drinking a bottle of Maliwan Black Label on his front porch **(2)**. Note the yellow Mission Available icon over his head, too.

Talk to Peepot to pick up the mission. He says that his buddy, the Jolly Swagman, is missing. Follow the area waypoint and explore amongst the Kraggons until you find the poor fellow's remains **(3)** next to a Coolabah Cryon Vine. Search the Swagman to find his ECHO device with his last words. Pick it up to hear his odd tale.



Now Peepot wants you to find the Swagman's tuckerbag, a kind of pack on a stick. Follow the new objective marker to the edge of the lava channel **(4)** and make a boosted jump across. When you find the tuckerbag, you also find three Kraggon caves, and some nasty Kraggons attack. Defeat the three big Kraggon Eruptors (in amongst the other Kraggon varieties) to complete the next objective. Then you can grab the tuckerbag and use the tiered islands **(5)** to hop back across the lava channel. Return the tuckerbag to Peepot **(2)** for your reward.



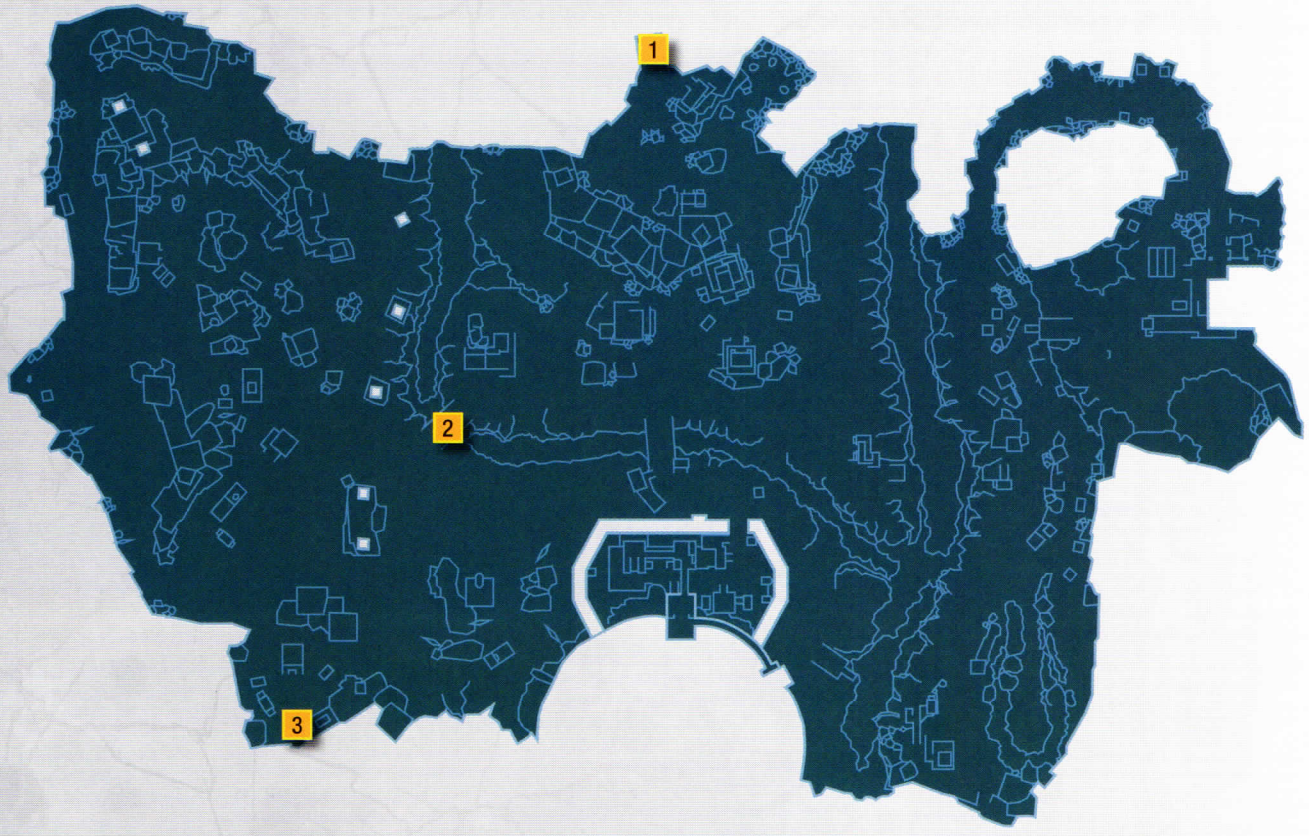
Region	Vorago Solitude
Mission Giver	Captain Chef
Available	After you complete "The Voyage of Captain Chef" and start "The Beginning of the End"
Level	27

THE RETURN OF CAPTAIN CHEF

Assist Captain Chef in claiming Elpis for king and country.

MISSION MAP

Vorago Solitude



MISSION BRIEFING

Captain Chef has come to Elpis to claim it…again. Guess what he needs help with, again? Yep. Flag-hoisting. Grab the flag, and in the name of King Greg, plant it.

Rewards

TURN IN	MONEY	XP	GEAR
Captain Chef	863	3274	Pistol OR Assault Rifle

MISSION WALKTHROUGH

This mission unlocks when you complete "The Voyage of Captain Chef" but you can't reach it until Jack opens up the gate to Vorago Solitude during the final story mission, "The Beginning of the End." Enter Vorago Solitude **(1)** and work your way southwest. Cross the bridge at Solitude Junction **(2)** and follow the big pipe overhead until you find your old buddy Captain Chef **(3)** at his spaceship. Uh oh, he's next to another flagpole.

That's right, he wants you to hoist another flag for him. You may remember what happened last time, but do it anyway. Open the container on his spacecraft and pick up the Flag of King Greg that falls onto the ground. Place the flag on the flagpole then turn the crank wheel to hoist it.





Once again, the "locals" try to interrupt this grand colonial moment. You must kill all **15** hostiles who attack in waves to ruin the flag ceremony. During the battle Captain Chef asks you to hoist the flag higher, and then later to prop up his saluting arm with his broom, just as before. The multitasking can be frenetic, but keep the attackers dropping like moonflies.

Hoist the flag one more time once the area is clear, and then remove the man's broom from under his arm. The Captain is most pleased. Turn in for your rewards.

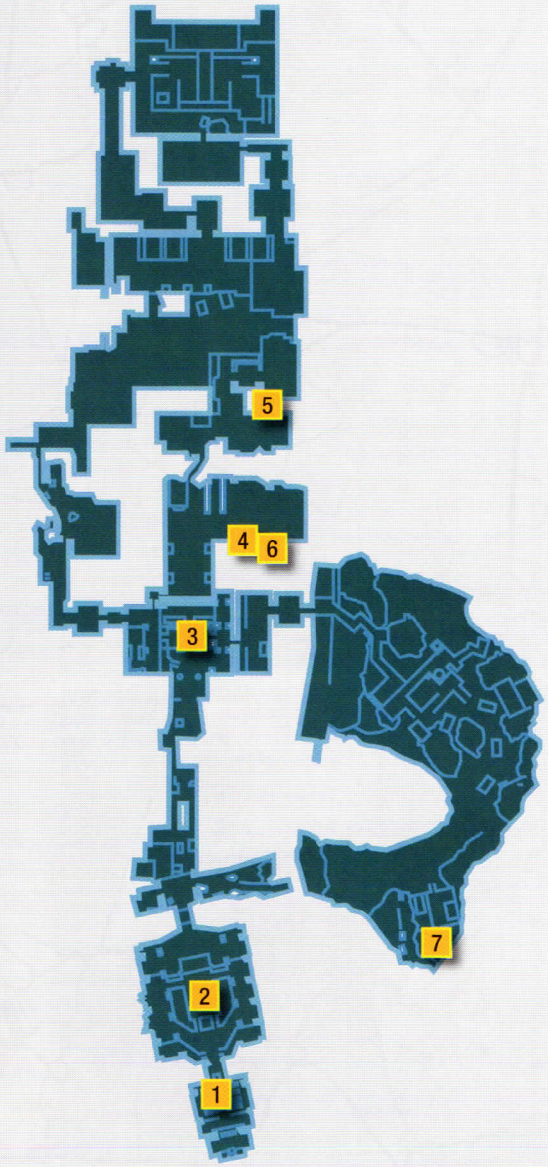
Region	Pity's Fall (on the Drakensburg)
Mission Giver	Data Device
Available	After you complete "Intelligences of the Artificial Persuasion"
Level	12

THE SECRET CHAMBER

What secrets are hidden onboard the *Drakensburg*?

MISSION MAP

Pity's Fall (The Drakensburg)



MISSION BRIEFING

An old Dahl data device indicates a secret room on the *Drakensburg*. Young Pickle is intrigued. What secrets might it contain?

Rewards

TURN IN	MONEY	XP	GEAR
Davis Pickle	4 Moonstones	792	N/A

MISSION WALKTHROUGH

After you acquire the AI core at the end of "Intelligences of the Artificial Persuasion," pick up the Data Device sitting on the console overlooking the AI Hub **(1)**. Plug it into the console **(2)** in the middle of The Late Bosun's command center. It reveals a secret room marked on the map.

Follow the marker, riding the elevator back up a deck then fighting your way aft on the *Drakensburg* through Core Systems **(3)** and Security until you reach the vertical jump pad. Use it to bounce up to the Crew Quarters and find the unmarked voice-activated security door **(4)**. It asks for the voice ID of Colonel Zarpedon. Pickle suggests you look for recordings of her voice, and you get three new objective markers on your map for ECHO recordings.



The "first ECHO" is just a single super-jump away. Facing away from the voice-activated security door in the Crew Quarters, walk past the three bunks on the left and around the broken wall to the jump pad. Remember in "A New Direction" how the Darksiders gang would "supercharge" their jump pads and shoot the pad's regulator box for a super jump? Shoot the regulator (circled in our screenshot) then use the jump pad to soar up to the highest platform on the far side of the massive chamber. You might need a little Oz kit boost at the end of the jump to make it.

On the platform, turn right and spot the elevator **(5)**. Its gate is closed, but note the glowing lock. Shoot the lock; the gate swings open. Now you can jump onto the elevator—it drops a level. Grab the ECHO device sitting on the console. One down, two to go.



The "second ECHO" is just two jumps away. Go back to the jump pad and repeat the supercharged jump up to the highest platform. Go to the left of the spacesuits to the ramp jutting out at an angle. Use it to make a sprinting, boosted leap across to the high ramp on the far side (circled in our screenshot), right above the air dome. Then find the ECHO recording on the console against the back wall **(6)**.

The "third ECHO" is the easiest to reach. From the Crew Quarters, drop back down the Security shaft and head back to the big Core Systems room **(3)**. When you arrive, a squad of Scavs bursts out of a doorway. Kill them all; one drops an ECHO device.



When you have all three ECHO recordings of Zarpedon's voice, return to the security door **(4)** and press the entry button. Enter Zarpedon's chamber and open the chest full of goodies. Pick up the last ECHO to hear Zarpedon's report. Then exit the *Drakensburg*, go to the Pity's Fall Fast Travel station **(7)** and travel to Outlands Canyon. There you can turn in to Pickle for your rewards. He immediately offers you another optional mission, "Treasures of ECHO Madre."



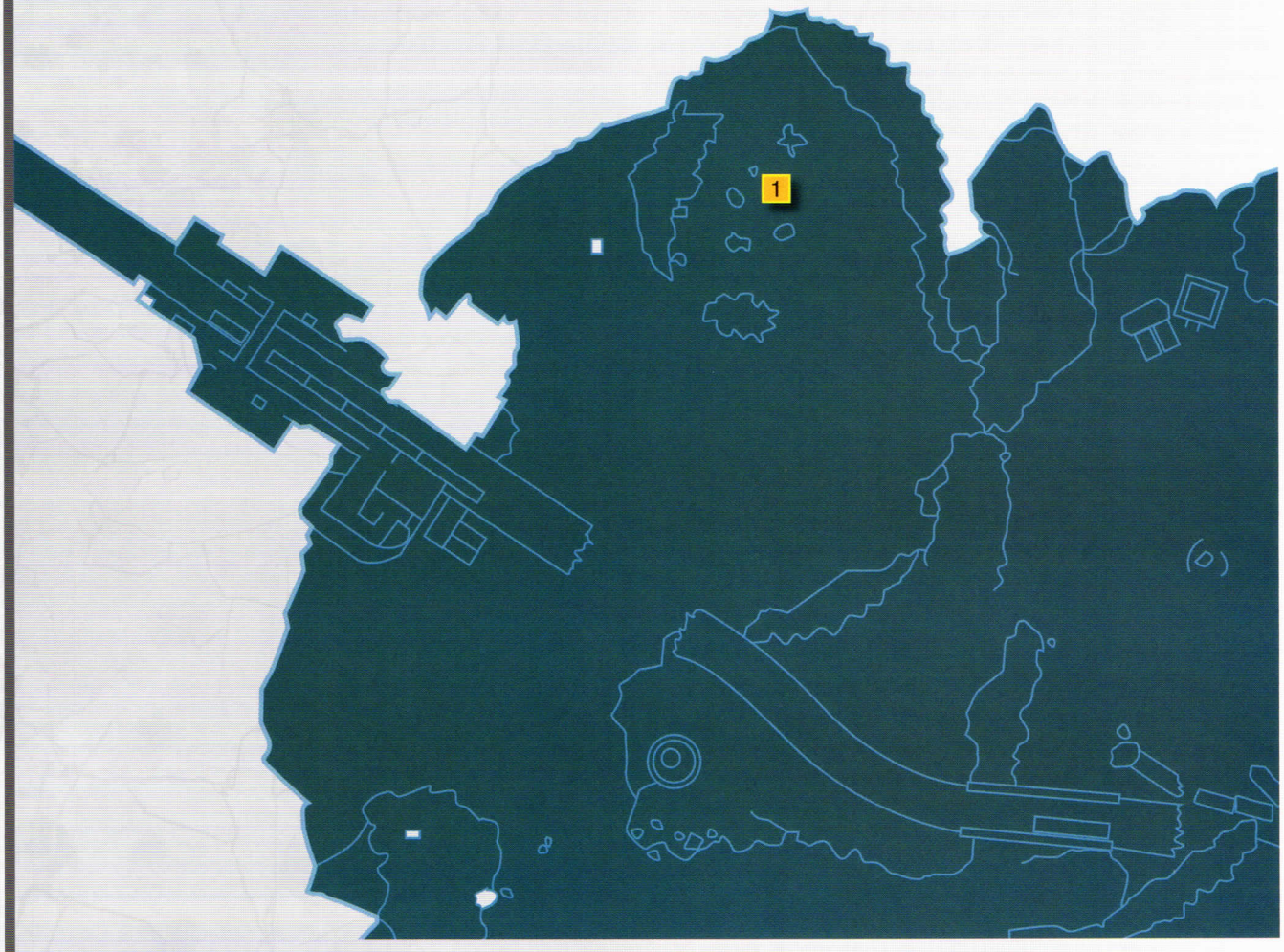
Region	Triton Flats
Mission Giver	Captain Chef
Available	After you complete "Let's Build a Robot Army"
Level	19

THE VOYAGE OF CAPTAIN CHEF

Assist Captain Chef in claiming Elpis for king and country.

MISSION MAP

Triton Flats



MISSION BRIEFING

Captain Chef says he's on a mission for King Greg to claim this moon. To do so officially he must hoist the flag, and for that he needs your help! Grab the flag and situate it so that Captain Chef may salute his banner while you hoist it upright.

Rewards

TURN IN	MONEY	XP	GEAR
Captain Chef	348	5290	Head Customization

MISSION WALKTHROUGH

Pick up this mission from a gentleman named Captain Chef **(1)** out on the dusty northern edge of Triton Flats. After you discern his needs, open the flag case hanging on his space capsule and pick up the Flag of King Greg that falls out. Go place the flag on the flagpole next to Captain Chef then hoist it for him.

The locals aren't too happy about being "discovered" and claimed, so they show their displeasure. Fight off the murderous wave of 15 Scavs as Captain Chef stands at attention, humming a fanfare. During the fight the flag gets stuck on the way up, so you must go hoist it some more once the area is clear.

The good captain's long salute starts to fail and he asks for support. Grab Captain Chef's broom leaning on a strut of his spacecraft then use it to prop up the failing arm. Finish hoisting the flag, and then remove the broom (or, as Captain Chef calls it, "the assisting item").

And ... that's it. No kidding. Mission complete. Turn in to Captain Chef to pick up your considerable reward. Colonial imperialism seems like a pretty good gig. Hang out for a few seconds more and watch Captain Chef blast off to seek new discoveries.







Region	Vorago Solitude
Mission Giver	ICU-P
Available	After you complete "Eye to Eye"
Level	24

THESE ARE THE BOTS

Escort two robots as they deliver a message to an old fart.

MISSION MAP

Vorago Solitude



MISSION BRIEFING

You've come across a pair of robots that seem to be in distress… at least, as far as you can tell from the incoherent beeping and one-sided conversation.

Rewards

TURN IN	MONEY	XP	GEAR
Toby Van Adobe	3073	5319	Laser

MISSION WALKTHROUGH

This mission unlocks at the completion of "Eye to Eye," and you find it when you visit Vorago Solitude for the final story mission, "The Beginning of the End." Before you visit the dig site for that mission, veer eastward to a jump pad **(1)**, one of several pads that can propel you across an otherwise impassable ice canyon. On the other side, head south until you find the narrow ravine with two goofy-looking bots **(2)**, ICU-P and RT-FC. They have a very familiar way about them. Talk to ICU-P, the taller bot, to pick up the mission.

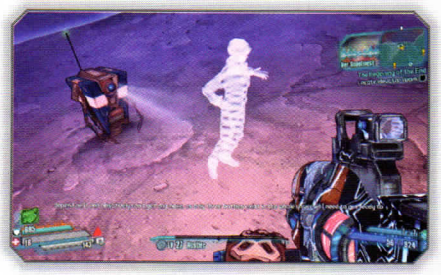


Now follow the bots as they lead you to a jump pad. Step on the pad after them to bounce across the canyon into a settlement **(3)** filled with Lost Legion soldiers. The two bots make poor landings and lie sprawled on the ground. Defend them from attackers until the area is clear. Both bots hop up and continue their trip. Follow them again!



The cyber-idiots lead you right into another heavily guarded settlement **(4)**, this time filled with brutal Eternal soldiers. Once again, defend the bots until all attackers have fallen. Then follow the bots again. They lead you to yet *another* Lost Legion outpost **(5)**. Is this some sick robot joke? Defend them yet again. Then follow them again.

This time they lead you to the shack **(6)** of a fellow named Toby Van Adobe. Toby stands out front, and he receives the recorded message that plays from RT-FC. When the drama wraps up, the bots stumble away. Turn in to Toby to get your rewards. You know, *he* looks vaguely familiar too ...





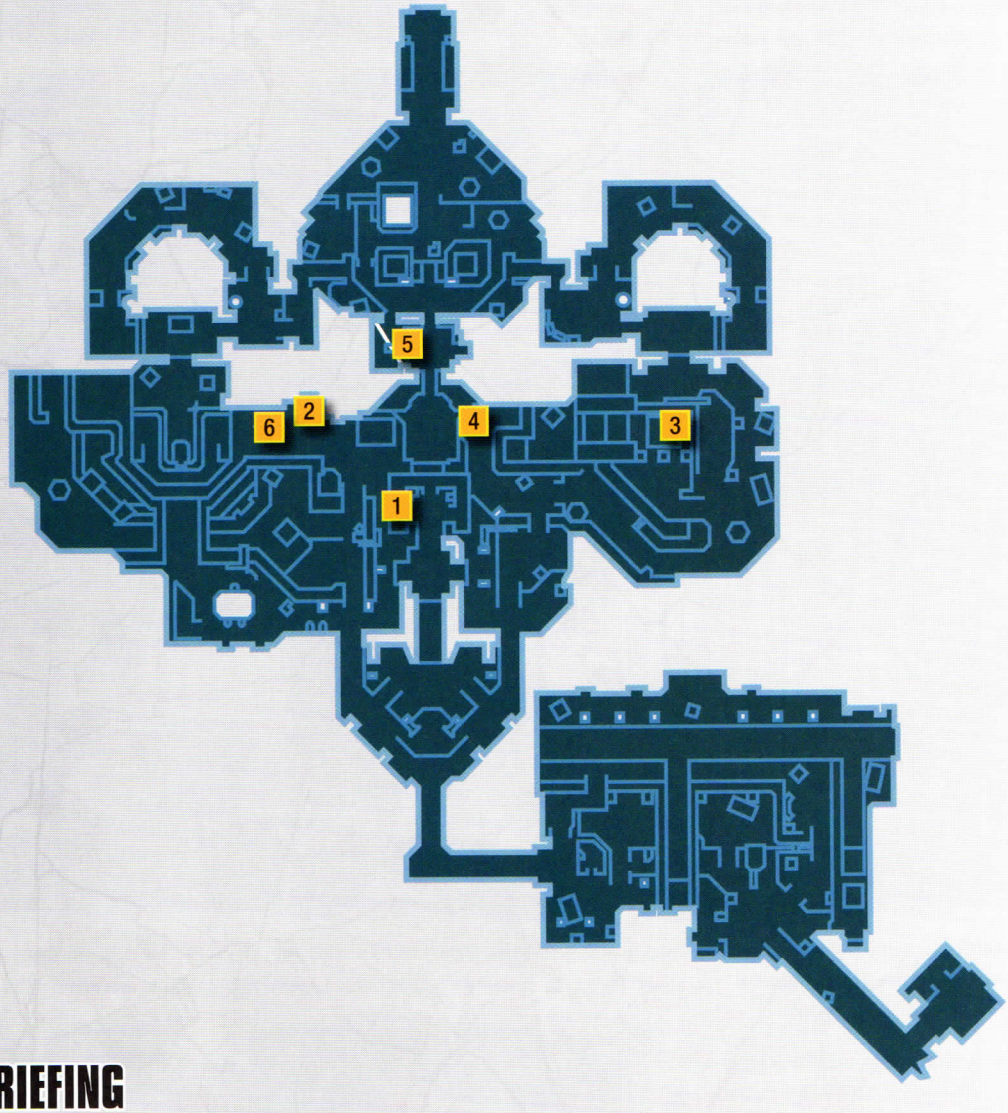
Region	Lunar Launching Station
Mission Giver	Lunar Launching Station Bounty Board (Jack)
Available	After you complete "Watch Your Step"
Level	23

THINGS THAT GO BOOM

Test out Jack's new FIX Loader routine.

MISSION MAP

Lunar Launching Station



MISSION BRIEFING

Jack's got a new AI routine for his loaders, and he wants to test it out. Go find one and send it to a maintenance station for an upgrade.

Rewards

TURN IN	MONEY	XP	GEAR
Lunar Launching Station Bounty Board	5 Moonstones	24674	N/A

MISSION WALKTHROUGH

From the upstairs Bounty Board **(1)** go down the lift-ramp, veer right and follow the marker downstairs to find a FIX Loader **(2)** surrounded by Lost Legion troopers. Pick off targets with a sniper rifle then move in to finish up. Soon a Lost Legion Powersuit joins the fray; corrode the bastard into green soup. When the area is clear, approach the FIX Loader and send it to its charging station.

Follow the FIX Loader and keep it protected all the way to its destination **(3)**. Once it enters the station and starts charging up (and downloading Jack's AI "Exploder" upgrade), more Lost Legion soldiers attack. Defend the loader! When it finally emerges from the charger, approach the bot and select Activate Exploder Program to fire up the new AI. Oops! Overcharged a bit.

But Jack tweaks the program and sends you off to activate three more FIX Loaders in the area **(4, 5, 6)** to help you fight the Lost Legion forces swarming the station. Again, just follow the map marker to each loader, approach it, and activate the program. Once you activate all three loaders, you can turn in at the upstairs Bounty Board for your rewards.





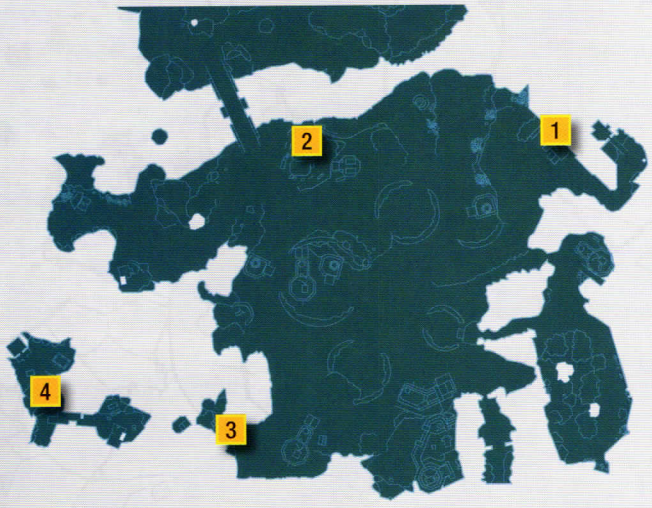
Region	Triton Flats
Mission Giver	Triton Flats Bounty Board
Available	After you complete "A New Direction"
Level	11

TO ARMS!

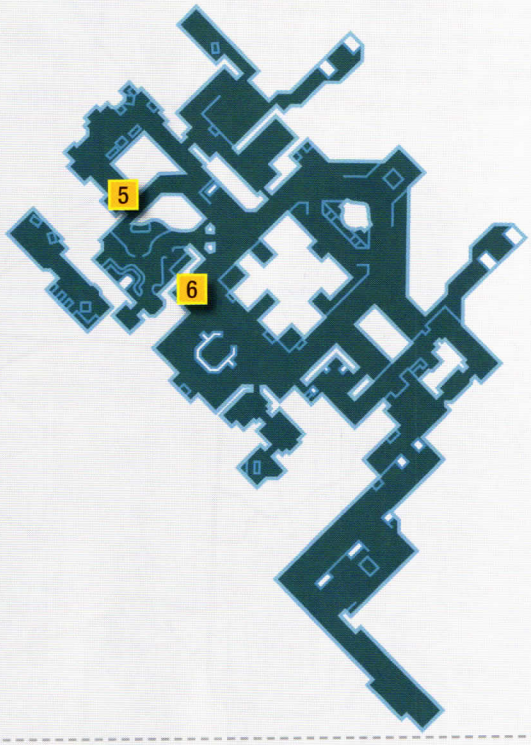
Donate 50 common-quality weapons to the cause.

MISSION MAP

Triton Flats



Concordia



MISSION BRIEFING

The revolution has begun! The People's Liberation Army could really use your old weapons; Papa Crust says that common, white-rarity ones will do just fine. With your donations, the citizens of Concordia can look forward to a bright, prosperous future. Because that's what guns distributed indiscriminately always brings, right?

Rewards

TURN IN	MONEY	XP	GEAR
Concordia Bounty Board	70	1363	Oz Kit

MISSION WALKTHROUGH

Pick up this mission at the Triton Flats Bounty Board **(1)** after you complete the story mission "A New Direction." A fellow named Papa Crust needs "guns, guns, guns" for his People's Liberation Army in its fight against … well, injustice or something. He asks you to bring common, white-rarity weapons to the PLA's weapons drop. If you have any such weapons in your current inventory, grab a buggy at the nearby Moon Zoomy station and drive to the drop, located in a heavily Scav-infested outpost **(2)** called The Troll Booth (because it controls access to the nearby Vertigo Bridge) with a deadly Scav SAM Turret atop the main building.

First, destroy the turret with your vehicle weapons, but watch your back—big Energized Shugguraths float over from their nests in the western pass to shock-attack you. Then scour the noxious Scav presence from the camp. You find the weapons bin in a second-floor room that you reach using the camp's jump pad. Approach the bin and select Donate to bring up an interface that lets you move white-rarity weapons from your backpack to the bin.

If you have no white-rarity weapons yet, or you don't want to part with the ones you have, switch to other missions in your ECHO list until you collect some. To complete this mission you need to deliver 50 white-rarity weapons, so it's a time-intensive quest. We suggest you drop a few weapons in the PLA bin each time you traverse Triton Falls in the course of pursuing other tasks.





10 Weapons Donated: Retrieve Weapon Crates

When you hit 10 weapons donated, Papa Crust reports that Scavs have stolen your donations. He wants you to hunt them down and retrieve the six stolen weapon crates. Two area waypoints now appear on your map. Drive your buggy to each area and destroy the Scav vehicles roaming the moonscape there. Pick up the weapon crates they drop and return to the PLA weapons drop **(2)**. Scavs have retaken the outpost so you must clear them out again before jumping back up to the bin. Replace the weapon crates in area marked in the corner.



20 Weapons Donated

When you hit 20 weapons donated, Papa Crust reports that some PLA members, emboldened by their new weaponry, have attacked a local Scav crew. He asks you to go check on their progress. Drive your buggy south to the structure build in the narrow ravine **(3)** and go through the open gate. Stand on the platform next to the jump pad and use a sniper rifle to pick off the Scav guards patrolling on the plateau below, then use the pad to jump down there. You discover the PLA team has been wiped out, and their weapons stolen.



Papa Crust asks you to retrieve them, of course. Use your sniper rifle to pick off the Scavs who start shooting and jetpacking down from their camp **(4)** on the next high plateau. Then use the jump pad at the end of the bridge to hop up to the perimeter of the Scav camp. There you must retrieve 10 stolen weapons. As you kill Scavs, some drop these weapons, marked in blue as "Mission Items" that count toward the retrieval objective.

Keep fighting your way through the camp until you retrieve all 10 weapons. Watch out for powerful, well-shielded Badass Scavs and Badass Lil' Scavs. This is a tough fight. When you get your 10 weapons, Papa Crust calls you back. Use the jump pad in the camp to make a big boosted leap across the gorge. Then return to the PLA weapon drop at The Troll Booth **(2)** and use it to return the weapons.

30 Weapons Donated

At the 30 mark, Papa Crust asks you to mediate a gun-fueled dispute between three headstrong PLA members. Drive east to the area exit structure **(1)** at Diemen's Crater where you find a three-way standoff. Approach on foot and pick a member; it doesn't really matter which one. This triggers a fight against the other two. Teach them a lesson by killing them.



40 Weapons Donated

When you make donation number 40, Papa Crust announces that a large outlaw crew has taken note of your PLA gun collection and is coming to steal the stockpile. Position yourself at the doorway with a good shotgun or other brutal short-range weapon and defend the donation center.



50 Weapons Donated: Witness the Revolution!

When you finally reach the 50-gun mark, Papa Crust calls you back to Concordia to witness the glorious uprising. You can use any area exit to return to town, but the best one is by the Triton Flats Bounty Board **(1)**. You enter Concordia just a few steps away from your final mission destination **(5)**. See the fruits of all your labor in a grand unveiling then head upstairs to the Concordia Bounty Board **(6)** to claim your reward.

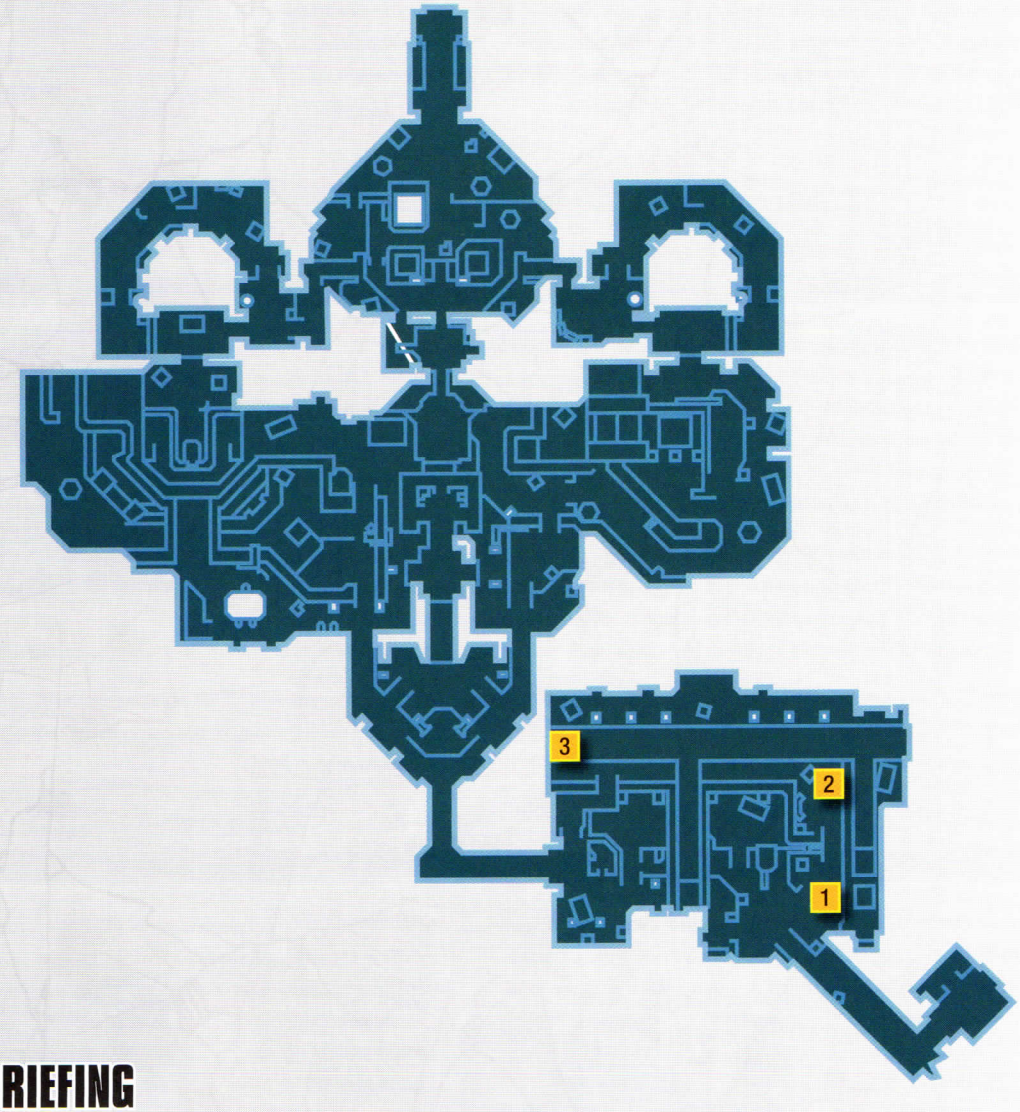
Region	Lunar Launching Station
Mission Giver	Lunar Launching Station Bounty Board (Jack)
Available	After you complete "Science and Violence"
Level	23

TO THE MOON

Find and offer the defector the chance of a lifetime.

MISSION MAP

Lunar Launching Station



MISSION BRIEFING

Jack thinks it would be a great idea to send people to the moon using the Moonshot Cannon as a form of rapid transit. There's a Lost Legion defector that would be perfect for assuring the quality of the trip; go find him and convince him to take a ride.

Rewards

TURN IN	MONEY	XP	GEAR
Jack	548	9869	Shield

MISSION WALKTHROUGH

Find the Lost Legion defector just around the corner from the Bounty Board **(1)** and ask him if he wants to try a moonshot ride. He's not entirely stupid, so he says no. Now Jack wants you to trick him into the Moonshot Cannon. Go to the glowing console just behind the soldier and activate it. This teleports some beer and pizza into the moonshot container. The soldier happily hops in.

Once the subject is locked inside, use the console again to digistruct a targeting beacon onto the container. Now you must escort the container to the loading slot. Head upstairs past the Bounty Board to an area with several consoles next to a floor conveyor **(2)** that runs to the Moonshot Cannon. Find the glowing console and activate it to load the container onto the conveyor.





The soldier calls for help and soon Lost Legion troops rush in to shoot both you and the beacon (called an "experimental targeting modifier") atop the moving container. Protect the beacon! Hop aboard the container so you can see attackers coming from all angles. Fight them off until the container reaches its destination. Run back down the conveyor to the console area and find a new glowing console not far from the one you just used. Use it to fire the Moonshot Cannon. Visit the crash site before you return to the Bounty Board to turn in. If you don't, three Loot Chests are removed from the crash site. Turn in at the Bounty Board **(1)** for your rewards. Turning in unlocks a new mission on the board, "Lock and Load."



Failable Mission!

If the guidance beacon is destroyed, the mission fails and you have to restart it once the cannon fires.

Region	Serenity's Waste
Mission Giver	Janey Springs
Available	After you complete "Marooned"
Level	4

TORGUE-O! TORGUE-O!

Acquire or destroy the light reactor.

MISSION MAP

Serenity's Waste



MISSION BRIEFING

Springs has offered to make you a laser gun if you bring her a light reactor, but Mister Torgue of the Torgue Corporation has offered to pay you if you destroy it instead. Only Kraggons stand in the way of this serious life-altering decision.

Rewards

TURN IN	MONEY	XP	GEAR
Janey Springs' Bounty Board OR Torgue's Rocket	63	252	Laser Weapon OR Shotgun

AFTER NOVA

For efficiency's sake, we recommend that you complete "Nova? No Way!"—the other optional mission available from Janey after you finish "Marooned"—before you tackle "Torgue-o! Torgue-o!" The reason: "Torgue-o!" can be completed efficiently in tandem with "Systems Jammed," the next story mission after "Marooned," whereas "Nova" is more of a standalone mission.

MISSION WALKTHROUGH

To pick up this mission, talk to Janey Springs any time after you complete the Story Mission "Marooned." Janey wants you to pick up a light reactor worth many Moonstones to her, and she'll give you a laser weapon in return. She also gives you a Probe weapon with a very low Damage rating. You see why when you get to the warehouse. (The gun automatically appears in your Inventory as a "Mission Weapon.")

Suddenly a loud fellow named Torgue breaks in with a transmission: he *hates* lasers, so he'll reward you for destroying the light reactor instead of turning it in to Janey. If you're starting in Janey's Serenity's Waste camp, go to her Moon Zoomy station **(1)**, deploy a vehicle, and make a boosted jump over the broken bridge **(2)** not far to the northeast. Follow the objective marker to the warehouse **(3)**. A large pile of debris blocks the entrance. You also see some colorful "Peaceful Kraggons" lumbering peacefully nearby.



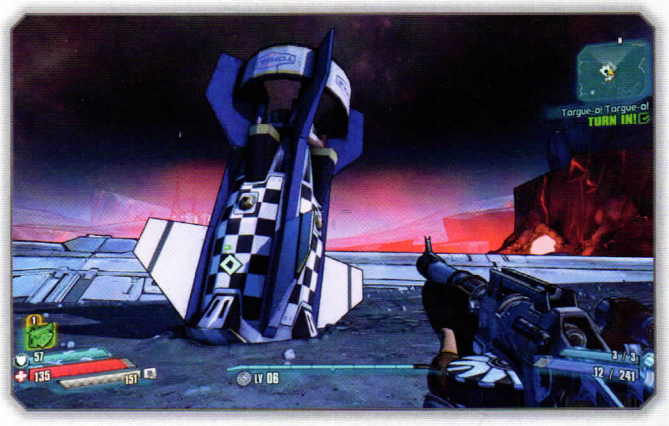


To unblock the doorway, arm yourself with Janey's low-damage Probe gun, stand in front of the doorway debris, and shoot a Peaceful Kraggon to antagonize it. It curls into a ball and rolls angrily at you. Use Strafe to slide sideway when the beast gets close. If the rolling Kraggon slams into the debris blockage, it knocks open a passage into the warehouse. Thanks, Peaceful Kraggon! Now kill it, because it's not so peaceful anymore.



Enter the warehouse to see the Laser Light Reactor hanging on a chain behind two broken, sparking generators. Grab it. Now you get a choice: you can either return the reactor to Springs, or you can roll it into the lava for Torgue. Janey says she doesn't care, so make the choice based on whether you'd prefer to score a laser gun from Springs or a heavy-duty shotgun from Torgue.

If you want the laser, just get back in your vehicle, boost-jump back over the broken bridge, and then turn in to Janey in her camp **(1)**. If you want the shotgun, head north to the objective marker at the end of the ramp **(4)**. Place the light reactor on that spot and watch it slowly, *slowly* roll into the lava.



When the reactor finally falls, a special-delivery Torgue rocket arrives nearby with an activation button. Push it to turn in and get your reward, a powerful Torgue shotgun. Now you can proceed to the nearby Concordia area entrance **(5)** and continue the "Systems Jammed" story mission.

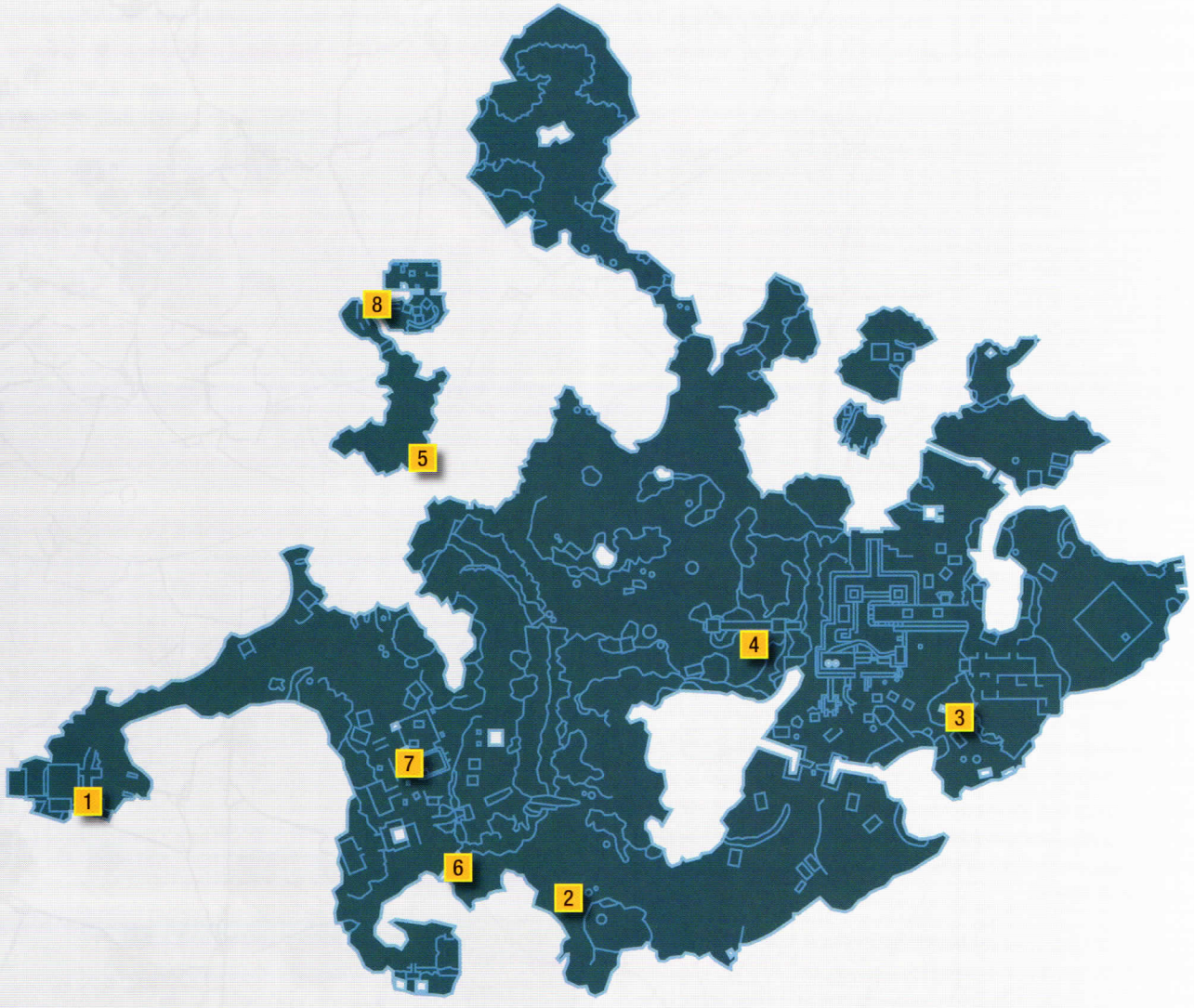
Region	Outlands Canyon
Mission Giver	Davis Pickle
Available	After you complete "Intelligences of the Artificial Persuasion"
Level	15

TREASURES OF ECHO MADRE

Hunt down the treasure.

MISSION MAP

Outlands Canyon



MISSION BRIEFING

Pickle may have found a treasure map (of sorts), but he needs you to do some snooping to find out if it's the real deal. Head across Outlands Canyon and do some research on where this treasure may be hiding.

Rewards

TURN IN	MONEY	XP	GEAR
Davis Pickle	221	3500	SMG OR RPG

MISSION WALKTHROUGH

Pick up this mission from Pickle at his Fingersmith Halls base **(1)** after completing "Intelligences of the Artificial Kind." First, grab the shovel on the console next to Pickle then head out into Outlands Canyon. Follow the southern route through Bogan's Warren and grab a vehicle at the Moon Zoomy station **(2)** en route. Continue east then north up the canyon until you reach the gate to the Dahl Research Facility. Enter on foot and fight your way to the area waypoint **(3)**.



When you arrive, Pickle suggests you talk to the Scav geezer named Timber Logwood who emerges from a latrine. Timber says he found the map and flushed it down the "dunny." Pickles says the flushed map should show up at the nearby Research Facility garbage dump. Time to dumpster dive!

Follow the new area waypoint around the facility's western perimeter and hop up the rocks that overlook the garbage dump below **(4)**. Jump down and start searching the glowing green piles of garbage until you find the monstrous burrowing Thresher who starts popping tentacles out of the ground that fling boulders at you. Nail the creepy beast. Its critical hit spots are the white circular tentacle joints and, once the entire creepy creature surfaces, its eyes. When you finally kill the Thresher it drops the old treasure map.





Now head northwest through The Crater of Misplaced Enthusiasm, following the big red X on the treasure map, which is marked as the next area waypoint on your ECHO map. The way is full of Torks, including a big Tork Queen. Watch out for the burrowing Dredgers who can rise up from the ground right underneath you.

Pick up a Stingray at the Moon Zoomy station and use it to jump across the frozen methane lake (or just make a running jump on foot) to the island where you find a big red X **(5)** made from girders. (You might want to use a sniper rifle to pick off the Torks across the gap before you jump.) When you approach the crossed girders you see a pile of rocks blocking a passage.



Now Pickle sends you for dynamite. Shoot the mound to open the vertical oxygen vent and use it to jump back across the gap. Get a vehicle and drive southward to the gate entrance into Bogan's Warren **(6)**. Enter on foot and go inside the open building on the right to find three explosive charges **(7)**. Bring all three back to the red X **(5)** and plant them in the glowing spot indicated on the rocks.

After the explosion, go through the tunnel and open the bunker door **(8)** at the end of the path. Enter the bunker and proceed to Rabid Adams' Treasure Trove, a weird hut filled with glowing doodles. Rabid makes a brief appearance; when he falls dead, pick up the ECHO he drops. After you listen to Rabid ramble on about someone named "Eliza," return to Pickle **(1)** for your rewards. He immediately offers you another mission, "Another Pickle."



Region	Veins of Helios
Mission Giver	Lazlo
Available	After you complete "In Perfect Hibernation"
Level	23

TROUBLE WITH SPACE HURPS

Stop the infestation Lazlo released.

MISSION MAP

Veins of Helios



MISSION BRIEFING

Lazlo, the somehow mostly unaffected worker in the quarantined section, has admitted to releasing the parasitic infestation causing everyone in this sector to go mad. Now he wants you to stop it. Head to the bug burrow and pop the boils that spawn the bugs.

Rewards

TURN IN	MONEY	XP	GEAR
Lazlo's ECHO Recorder	274	7402	Skin Customization

MISSION WALKTHROUGH

This gruesome mission unlocks when you turn in to Lazlo **(1)** for "In Perfect Hibernation." Now Lazlo thinks that exterminating the bugs who spread the infection will halt its spread. Follow him again as he leads you to up to a console and opens the doorway into the creepy bug burrow **(2)**. Note that you have an optional objective for this mission: collecting all five of Lazlo's ECHO recordings. These provide some interesting backstory on the infestation.



Enter the burrow and start looking for "brain bugs." You find them in a back chamber **(3)** congregating in big green boils. Your objective is to shoot four of them, which is easy to do from any distance—they pop easily, and they don't fight back. Unfortunately, after gunshots tear the boils apart, they just crawl back together after a few seconds. Now Lazlo suggests you pop them with your hands. Go down and smash four slimy piles with melee hits. Again, the boils just re-form. Then repeat with your ground-slam, stomping on four piles. Same thing. Are these things indestructible?



Lazlo's next suggestion is something about "ventilation." Find the valve down on the main floor and turn it on, then climb back up to the glowing console and activate it. You feel weird. What's going on? Are you infested too? Return to Lazlo **(1)**. Uh oh, now he's trying to kill you. Maybe you'd better kill him first.

This is a brutal fight with infected hordes that spawn rapidly, so hustle out of the chamber to find better cover. The Freezeasy gun that Lazlo gave you during "In Perfect Hibernation" is a great weapon versus these foes, although it expends ammo quickly. Lazlo himself is very tough. He has a shield, so nail him with Electrocute damage first, if you can. Again, the airlock is a good place to set up; it forces attackers to squeeze through its doorway one at a time with no way to flank you. However, you may find it more difficult to target Lazlo from there. He's your primary target: when he falls, you can turn in to the ECHO recorder on the cot in his room for your reward.

Completing "Trouble with Space Hurps" unlocks two new missions on the Bounty Board in Jack's Office. Head back there to pick up "Eradicate!" and "Don't Get Cocky."



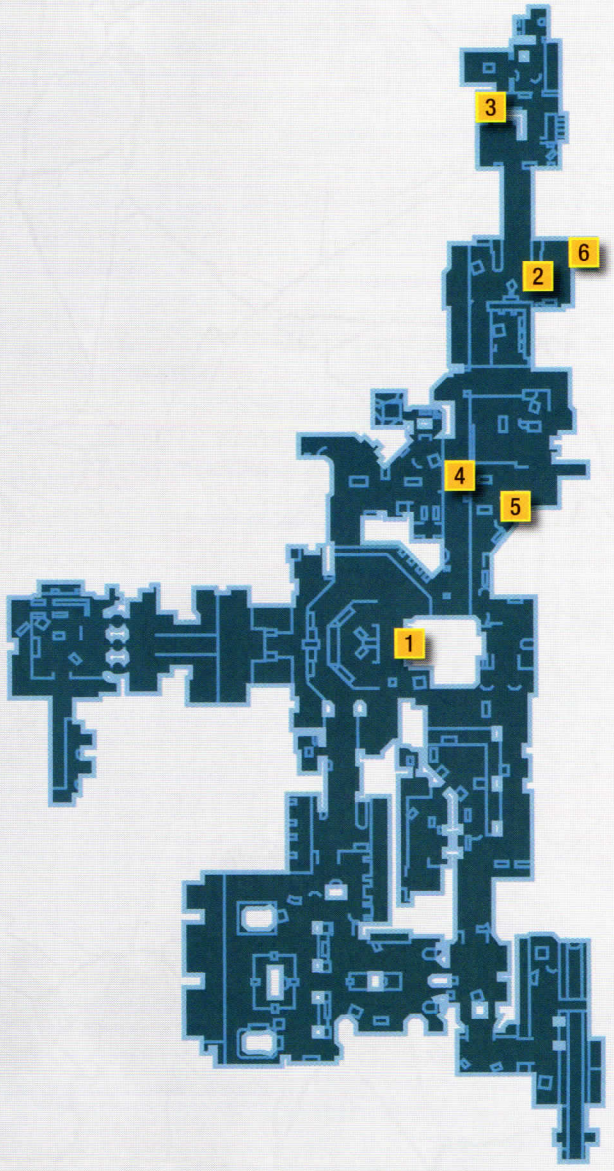
Region	Hyperion Hub of Heroism
Mission Giver	Jack's Office Bounty Board (Voice of Hyperion)
Available	After you complete "Home Sweet Home"
Level	18

VOICE OVER

Take care of the Lost Legion pranksters.

MISSION MAP

Hyperion Hub of Heroism



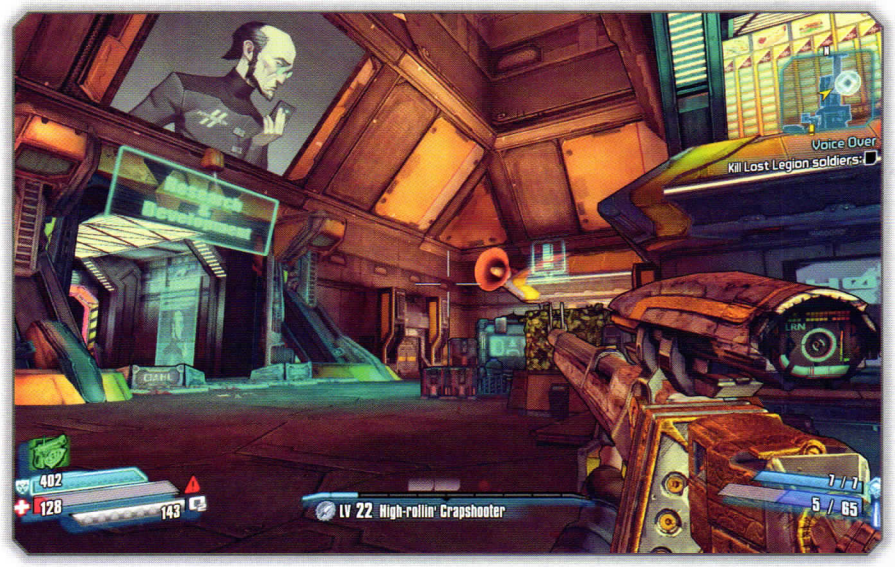
MISSION BRIEFING

Some Lost Legion jokers are feeding the Voice of Hyperion some garbage to read. She wants you to get rid of them to preserve her dignity.

Rewards

TURN IN	MONEY	XP	GEAR
Jack's Office Bounty Board	5 Moonstones	1604	N/A

MISSION WALKTHROUGH



You can pick up this mission from the Helios Bounty Board in Jack's Office immediately after you complete "Home Sweet Home," but it's more efficient to finish the next Story Mission first, "Science and Violence." (That mission ends in Jack's Office, so it's convenient.) The Voice of Hyperion is tired of getting pranked by Lost Legion jokers and wants you to terminate their hijinks. Exit from Jack's Office into the Hyperion Hub of Heroism **(1)** and head northeast to the area under the big Research and Development sign **(2)**. Wipe out the squad of Lost Legion soldiers gathered there.



Now the Voice wants some tasteful literature to help erase the horrors that the soldiers forced her to read. Find three books for her. First go north through the doors onto the Road to Research. Take out the Lost Legion scum up ahead then spot the book in the room on the left **(3)**. Open the door to enter and grab it.

Head back south and find another book—this one's on the move, attached to the top of the moving vacuum-sweeper **(4)** that trundles along the walkway. Its route takes it into a small opening that you can't access, so if you miss it just go to the walkway and wait until it cycles out again.



The last "book" is actually a full set of books stashed inside a small crate **(5)** not far away. Grab them and follow the new marker to a scanner **(6)** back up in the area where you eliminated the Lost Legion jokers. Place all three sets of books on the designated spots then upload them using the glowing console next to the scanner. Now you can turn in at the Bounty Board in Jack's Office to pick up your rewards.

Region	Triton Flats / Concordia
Mission Giver	Concordia Bounty Board
Available	After completing "Systems Jammed"
Level	7

WHEREFORE ART THOU?

Help Myron find his missing wife.

MISSION MAP

Triton Flats



MISSION BRIEFING

Myron's wife Deirdre went missing some days ago. He is frantic that she won't be able to survive outside Concordia, so he asked you for help in finding her. Myron's a bit of a drama king, though, and tends to misuse flowery sounding quotes from plays.

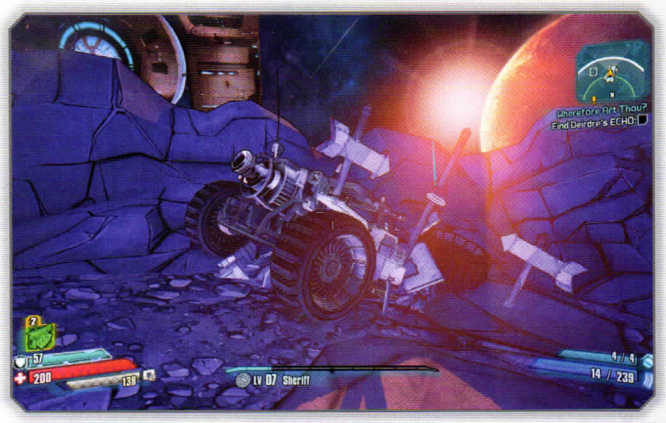
Rewards

TURN IN	MONEY	XP	GEAR
Deidre	44	632	Oz Kit OR Shield

MISSION WALKTHROUGH

Pick up this mission in town at the Concordia Bounty Board right after you complete "Systems Jammed." Enter Triton Flats via Moxxi's secret back door **(1)**. Deploy a buggy from the nearby Moon Zoomy and drive to the area waypoint. As you go, watch out for hostile Scav-driven buggies roaming the flats, as well as Stinging Rathyd flyers and big, corrosive Shugguraths floating above. Find the wrecked buggy **(2)** tucked up against a rock outcropping.

Approach the wreck and pick up Deirdre's ECHO. Listen to her farewell message to Myron, who refuses to give up hope. He asks you to search the nearby "bandit settlement." Great. Drive uphill to the Scav camp **(3)** in the old Dahl complex up on Banjo Point.



Before you try to enter, fire a salvo from your powerful vehicle weapon (with its unlimited ammo) at the Dahl sign to lure out a few Scavs, and then eliminate them from the buggy. Now jump out and enter the front gate. Pick off any remaining Scavs inside the courtyard then enter the building on your right. You find Deirdre standing alone in a conference room, looking like anything but a victim. (In fact, she talks about "killing my men.") Approach her to trigger a tirade about Myron ... and an unusual request.



Return to your buggy and drive northwest across Vertigo Bridge **(4)** into the northern half of Triton Falls. Follow the road as it veers left through the So Much Serenity **(5)** district then steer directly north toward the area waypoint until you reach another big Dahl facility **(6)**. As you arrive, Deirdre's evil twin Maureen scoots away in a Moon Buggy.



Give chase and hunt her down! She speeds east through The Diaphragm **(7)** then veers south and makes a loop around the region. Her buggy is armed with a deadly Missile Pod launcher, so watch out! When you finally destroy her vehicle, you automatically contact Myron. Turn in to Deirdre back at the Scav camp **(3)** in the same conference room where you first met her.



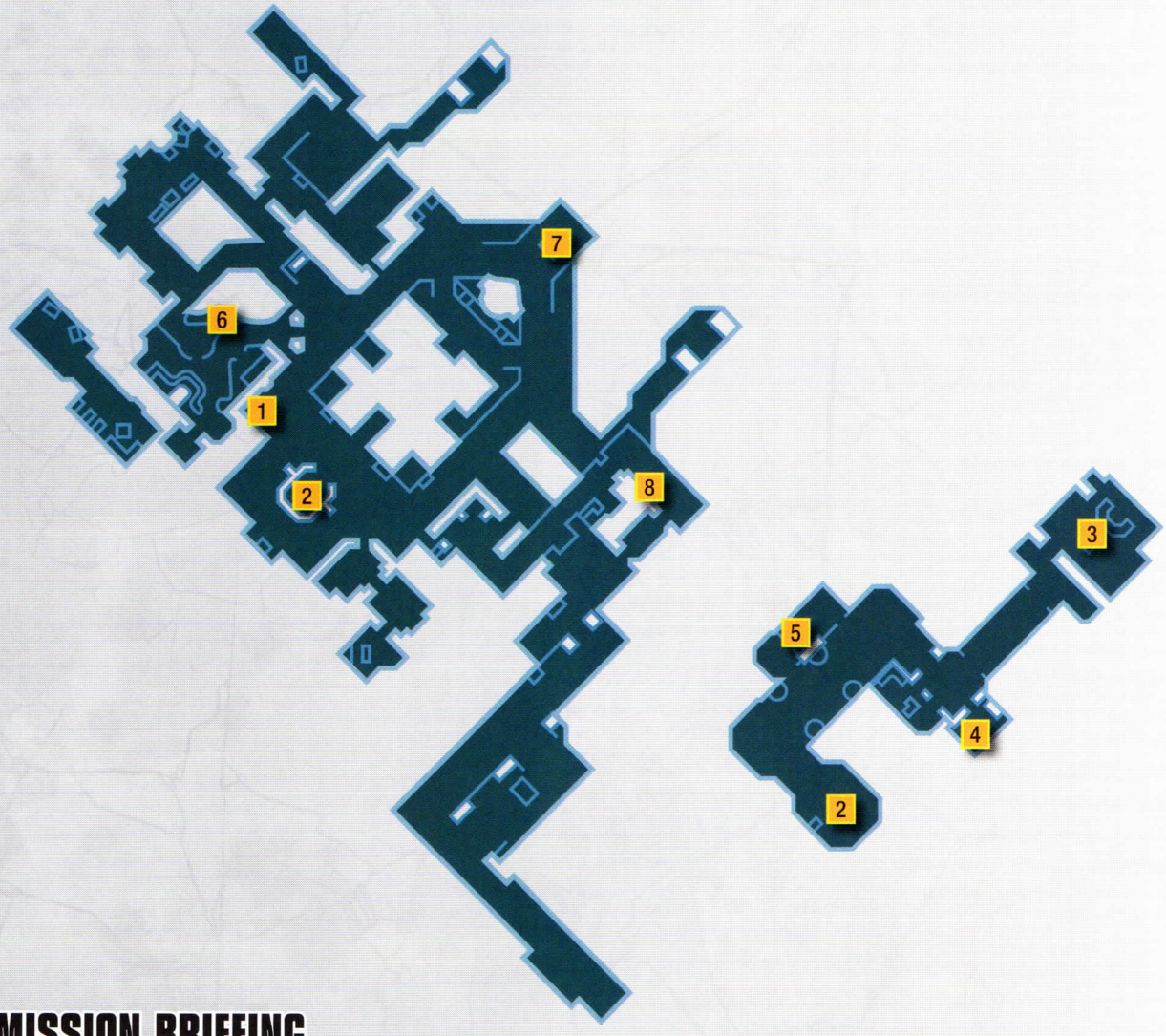
Region	Concordia / Meriff's Office
Mission Giver	Concordia Bounty Board (Jack)
Available	After you complete "Intelligences of the Artificial Persuasion"
Level	12-27

WIPING THE SLATE

Find and destroy The Meriff's ECHO diaries.

MISSION MAP

Concordia



MISSION BRIEFING

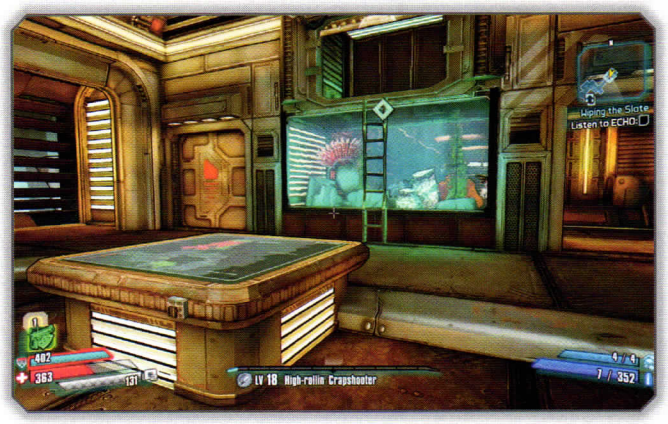
Jack killed The Meriff, but he wants more. He's asked you to remove The Meriff from existence by destroying his hidden ECHO diaries.

Rewards

TURN IN	MONEY	XP	GEAR
Concordia Bounty Board	3 Moonstones	910	N/A

MISSION WALKTHROUGH

Pick up this mission from Jack at the Concordia Bounty Board **(1)** any time after you complete "Intelligences of the Artificial Persuasion." The Meriff left three ECHO diaries that Jack wants destroyed. Go to the Concordia Governance elevator **(2)** and press the button to ride it up. Enter The Meriff's Office map and follow the hallway to the office **(3)**. Press the button on the edge of the big digital map display in the middle of the office to open the compartment over the fish tank. Climb the ladder to find the ECHO and listen to it. Get right over the device and either smash or shoot it. One down, two to go.





Exit the office and go down the hall to the library **(4)**. Find the small book section glowing on the shelf (circled in our shot) and pull it to reveal the control pad on the side of the sliding bookcase. Press the pad to reveal the hidden wall safe. Smash the safe's combo lock to open the safe. Listen to the ECHO inside then shoot it to destroy it.





Exit the library and go further along the hallway to the waiting room **(5)** with the video screens. Push the glowing button to open the door then play the slot machine for $48 to reveal the ECHO. Play the recording, pick it up, and then return to the elevator **(2)** to travel back down to Concordia. Go to Moxxi's Up Over Bar and place the ECHO on the glowing spot on the DJ's console **(6)**.

Now go to The Meriff's statue **(7)**. To shoot off the head, you have to jump up level with the head and fire. Pick up the head and go to the jump pad in the town center. Use it to leap onto the high platform across the central atrium (like you did back in "Systems Jammed"), turn left, and hop over onto the opposite roof. Cross the roof to the rocket **(8)** then make a boosted jump up to the glowing spot and put the statue head on the spike.





Jump up onto the roof structure behind the rocket and climb the ramp to the glowing console. Activate the console once to input Pandora's coordinates, and then again to fire the rocket. Jump down to the town center and turn in at the Concordia Bounty Board for your reward.



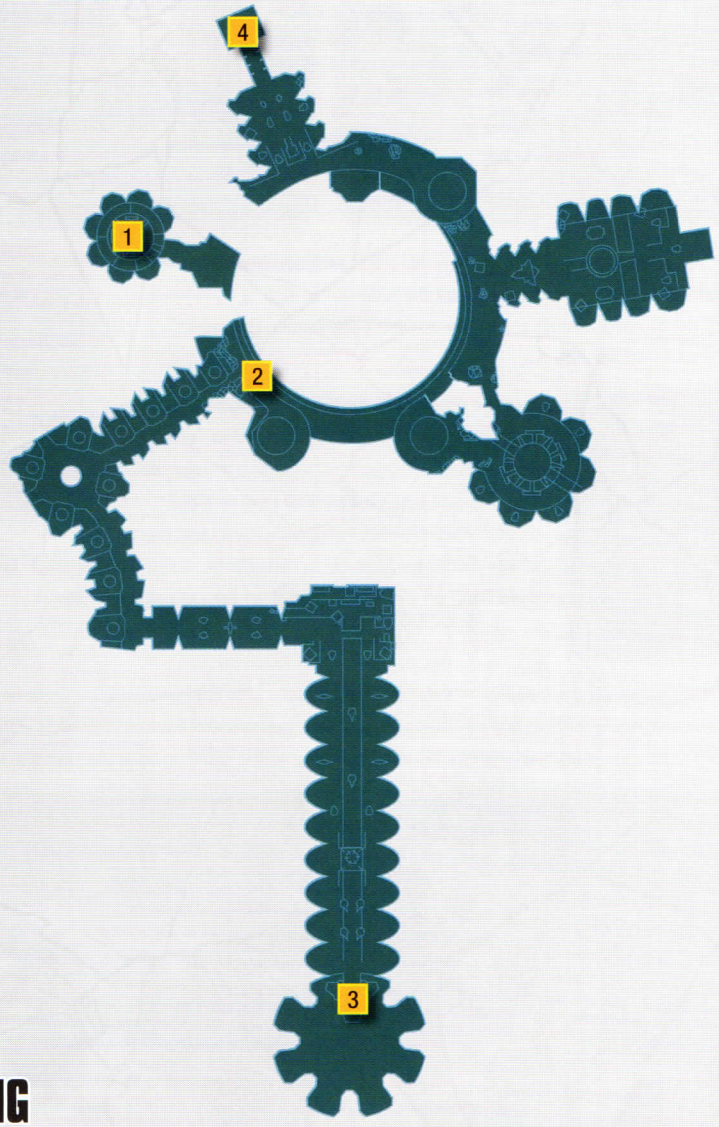
Region	Tycho's Ribs
Mission Giver	Z8N-TP Unit
Available	After you complete "Eye to Eye" and begin "The Beginning of the End"
Level	26

Z8N-TP

Help **Z8N-TP** achieve enlightenment by collecting elementally infused Eridian Putti.

MISSION MAP

Tycho's Ribs



MISSION BRIEFING

A CL4P-TP unit named Z8N-TP needs your help in attaining enlightenment. He's asked you to collect each of the four different types of Putti, but he hasn't really explained how this will help.

Rewards

TURN IN	MONEY	XP	GEAR
Z8N-TP	385	6126	Oz Kit OR Class Mod

MISSION WALKTHROUGH

Although this mission unlocks when you complete "Eye to Eye," you can't reach its trigger until you're more than halfway through the next story mission, "The Beginning of the End." As you work your way around the central power hub in Tycho's Ribs for that mission, you eventually see a ledge with a jump pad across the shaft. Use the jump pad to reach the platform with a chamber **(1)** where you encounter an odd little claptrap unit named Z8N-TP. Talk to the unit to pick up the optional mission and learn what it wants.



Go back down to the rightmost end of the ledge overlooking the central hub. Jump off lightly and Oz-boost to the right, aiming down into the opening below **(2)**. Now return to tracking "The Beginning of the End" and continue that story mission until you get to Eleseer. There, switch back to tracking "Z8N-TP" and move out into the arena.



This is a very difficult and very odd battle. Bizarre, lumbering entities called Ophas move in to attack, opening their wombs and flinging baby Ophas called Puttis. Ophas have shields that recharge **very** rapidly, so it's not easy to take down their health bars. But to get what you need for Z8N-TP, you must shoot an Opha with an elemental weapon—Cryo, Shock, Corrosive, or Burning—then follow up with a melee attack on that particular Opha to make him drop a Putti of the same element you used to shoot him.

Example: shoot an Opha with a Cryo weapon then hit him with a melee strike. He drops a Cryo Putti. Pick it up, repeat so you have two Cryo Puttis. Now switch to a shock weapon and follow the same process. You need two Puttis of each elemental type. So you don't want to kill the Ophas, just farm them for their babies. That's not creepy at all.







When you finally accumulate the eight Puttis you need, two of each element, go up the ramp to the Eleseer Fast Travel station and teleport to Tycho's Ribs **(4)**. Retrace the route you took earlier and return to Z8N-TP **(1)**. Give him the Puttis and, for fun, watch the madness for a few moments. Then destroy all eight of the little bastards. When the last Putti pops, turn in with the bot for your rewards.

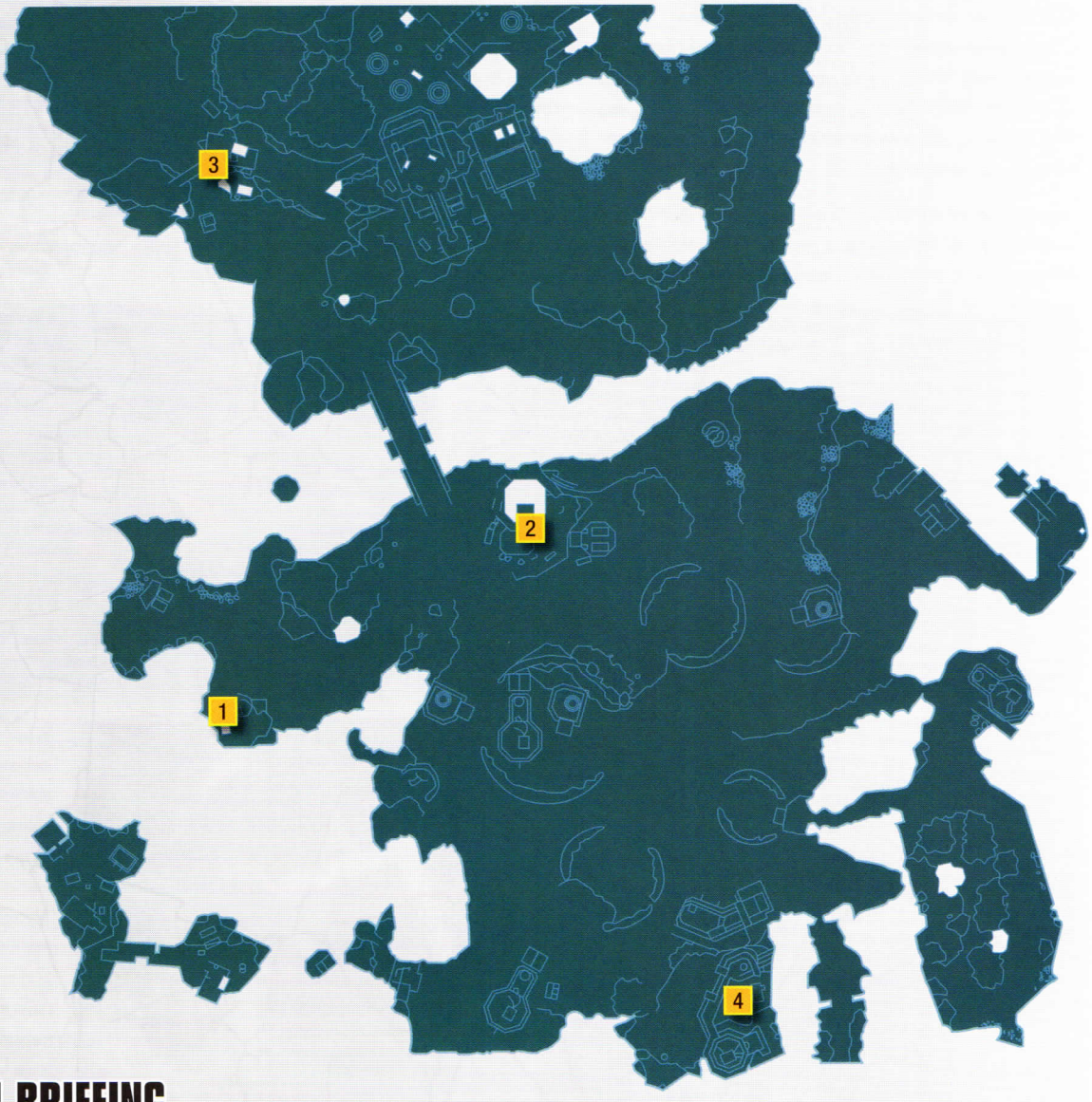
Region	Triton Flats
Mission Giver	Laser weapon crate in Triton Flats
Available	After you complete "A New Direction"
Level	11

ZAPPED 1.0

Test the laser weapon on some Scavs.

MISSION MAP

Triton Flats



MISSION BRIEFING

You've found a cool laser weapon. Experiment with it on at least 15 Scavs.

Rewards

TURN IN	MONEY	XP	GEAR
Janey Springs (in Concordia)	28 (732)	681 (3408)	N/A

Mission Restriction & Optional Objectives

You must wield the Mission Weapon (a laser gun) while completing "Zapped 1.0." You also get some optional objectives (displayed on the HUD in blue) that award bonus cash but are not required to complete the mission.

MISSION WALKTHROUGH

After you complete "A New Direction," travel across Triton Flats following the yellow Mission Available icon to the elevated outpost **(1)** built on the cliff side called The Teapot. Jump up onto the ladder extending down from the structure. Once you land on the ladder, press your Move Forward button to climb up to the room.

Approach the open chest in the corner; it holds a disassembled weapon. Accept the mission to automatically acquire and assemble the weapon. Springs says it's a laser and suggests you wield it against the local Scav population. Find the new laser weapon in your Inventory listed as a "Mission Weapon" and equip it. Then exit the outpost and follow the area waypoint to the nearby Scav camp at The Troll Booth **(2)**.



First, use your vehicle weapons to take out the Scav SAM Turret atop the main building. Then hop out and start killing Scavs. You get bonus money and XP if you can ignite five Scavengers with Burn damage, so be sure to start the battle by cycling on the camp's Air Dome Generator—oxygen greatly increases the chance that your targets catch fire. Ignition is impossible in a vacuum.

To complete the overall mission you must kill at least 15 Scavs, and The Troll Booth doesn't have quite that many targets. So travel on to either of the other two Scav camps marked by area waypoints **(3,4)**. Again, be sure to turn on Air Dome Generators or look for laser kills in air-filled rooms to increase chances of target ignition. When you hit your mission objective numbers, head back to Concordia and turn in to Janey in her Emporium office for the rewards.



Region	Concordia / Stanton's Liver
Mission Giver	Janey Springs
Available	After you complete "Zapped 1.0"
Level	11

ZAPPED 2.0

Kill torks with modified laser.

MISSION MAP

Stanton's Liver



MISSION BRIEFING

Springs has gone and made your laser weapon even cooler, literally! Go try it out on some Torks, and then shatter their worthless frozen hides.

Rewards

TURN IN	MONEY	XP	GEAR
Janey Springs	70 (774)	681 (3408)	N/A

MISSION WALKTHROUGH

After you complete "Zapped 1.0" for Janey Springs, she immediately has a follow-up task for you. Pick up the mission in her Emporium o' Stuff office. Janey tinkered with the laser weapon you previously used and made some "frosty adjustments." The new version of the gun now inflicts Cryo damage and has a good chance to freeze targets.

Your new objective is to kill 15 Torks with the modified laser, and Springs eventually gives you a bonus objective too: shatter five Torks after you freeze them. Use Fast Travel to Triton Flats then drive to Stanton's Liver **(1)** to see two area waypoints marked on your map. These spots are both teeming with Torks.



Fight your way through multiple Scav patrols, crossing the bridge and working your way to the pumping station **(2)** to find the first Tork swarm. Start shooting the slimy creatures with your Mission Weapon. Whenever you see a targeted Tork freeze solid, rush to nail it with a quick melee strike to shatter the beast into bits.

After you clear out the area, head south to the railroad tracks and follow them west to a Tork-filled cavern **(3)**. This is a nasty nest filled with regular Torks, Swarmlings, and Spitters plus a big, tough Queen. Stay just long enough to get the job done, killing 15 and freeze-shattering five (for the substantial bonus) then beat a swift retreat back up the tracks. Go back to the Stanton's Liver area exit **(1)** and return to Springs in her Concordia office for your rewards.





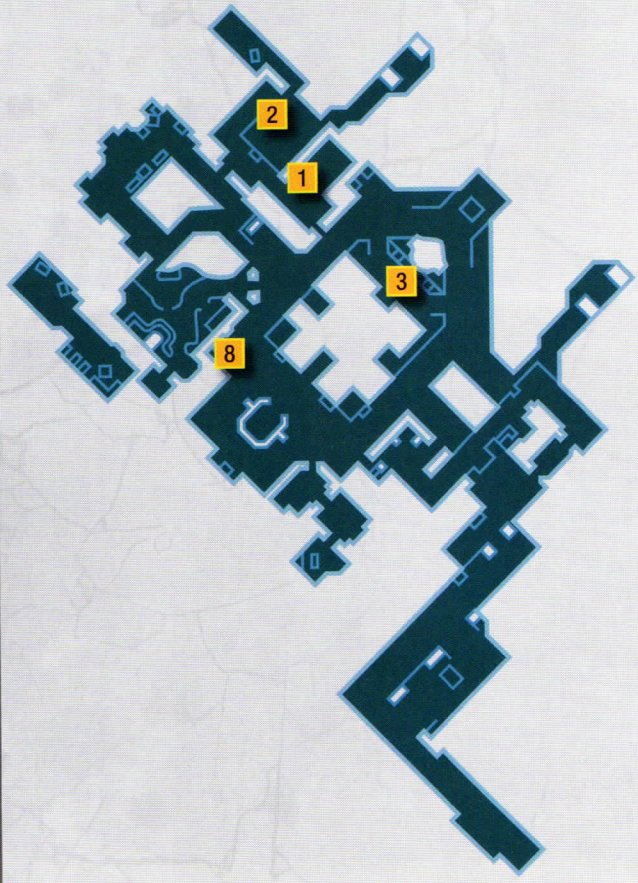
Region	Concordia / Serenity's Waste
Mission Giver	Janey Springs
Available	After you complete "Zapped 2.0"
Level	11

ZAPPED 3.0

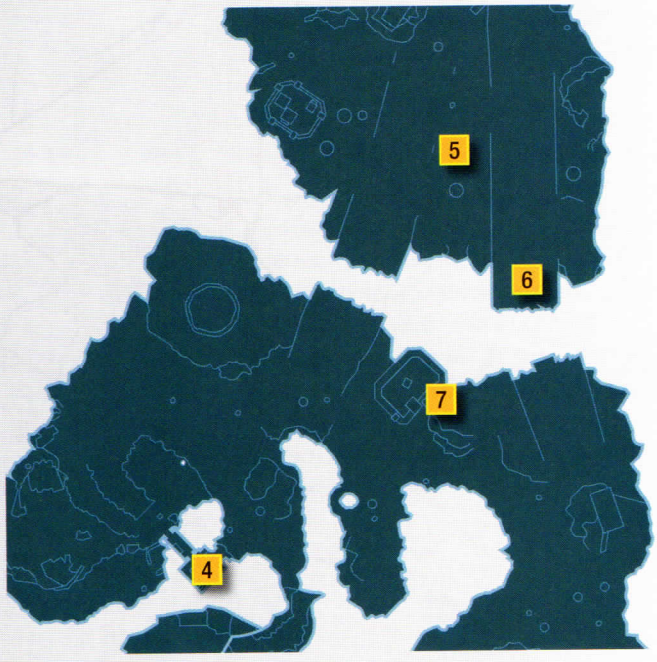
Help dispose of some malfunctioning bots with corrosive damage.

MISSION MAP

Concordia



Serenity's Waste



MISSION BRIEFING

Springs is a veritable font of ideas for accessorizing laser weapons. She's added corrosive damage to this one, and she needs you to melt some malfunctioning claptrap face. This should be extremely satisfying.

Rewards

TURN IN	MONEY	XP	GEAR
Concordia Bounty Board	140	2727	Shotgun

MISSION WALKTHROUGH

After you complete "Zapped 2.0" for Janey Springs, she has one more laser-related task for you. Pick up the mission in her Emporium o' Stuff office **(1)**. Janey re-modifies the laser weapon you've been testing for her; she creates a gun that inflicts metal-melting Corrosive damage which eats right through armor. Your new objective is to use it on five malfunctioning CL4P-TP units in the loading dock area. You can see them through the window directly behind Janey.

Head out to the loading dock and start frying robots. The first malfunctioning CL4P-TP is at the console. Two more are down the ramp on the catwalk, and one is up on the big loading crane arm. The final CL4P-TP is down on at the base of the crane. When you corrode all five, Janey is happy and tells you to turn in—she plans to tweak the laser then give it to you.

But suddenly the excitable Mister Torgue breaks into the transmission and demands that you deliver that hated laser to the coordinates he sends. Go to Concordia's Fast Travel station **(3)** and teleport to Serenity's Waste **(4)** then grab a Moon Zoomy vehicle and follow the objective marker **(5)**. You have to make a vehicle jump across the broken bridge. When you arrive, he drops a homing beacon next to you. Pick it up.



Place the beacon where Torgue directs, on a nearby pole **(6)** as indicated on your ECHO map. Place the laser weapon there too and go to the jump pad that Torgue marks for you; use it to jump across the bridge gap then walk up to the vantage point **(7)**. Now watch the fireworks as Torgue shows you how he feels about lasers ... as if he hasn't made his feelings clear already. Return to Concordia to turn in at the Bounty Board **(8)** for your reward. Torgue gives you a powerful shotgun for your arsenal.







PROBLEM SOLVING THROUGH BETTER MUNITIONS

They say that there's always someone smarter than you out there. Remember that and make sure to bring a bigger gun than that jerkoff in case you ever have to fight them. Being clever is all well and good, but being well armed means a whole lot more when 20 lunatics decide that they'd love to wear your skin.

We can talk about missions and monsters, or challenges and Vault Hunters all day long, but you know what you really love.

Guns.

We've got them all here. Old school Jakobs shooters, hi-tech Hyperion blasters, Vladof automatics, explosive Torgues, red-hot Maliwan beauties. All ready to grab, shoot, and then ditch for something even better.

Let's show you what's out there.

QUICKLIST

The following table gives you a manufacturer 101 for all of the companies and groups that make weapons that are used on Elpis. Take a look to see what the general styles are from each manufacturer and whether they make various types of weapons, shields, and grenades.

MANUFACTURER	MISSION STATEMENT	ASSAULT RIFLES	LASERS	PISTOLS	ROCKET LAUNCHERS	SHOTGUNS	SMGS	SNIPER RIFLES	SHIELDS	GRENADES	OZ KIT
Anshin	Adaptation, increase max health	—	—	—	—	—	—	—	Adaptive	—	Yes
Dahl	High-speed burst fire while aiming	Yes	Yes	Yes	—	—	Yes	Yes	Shield Booster	Bouncing Betty	Yes
Hyperion	High accuracy while firing	—	Yes	Yes	—	Yes	Yes	Yes	Amplify	Singularity	Yes
Jakobs	High damage, potential for rapid fire	Yes	—	Yes	—	Yes	—	Yes	—	—	—
Maliwan	Elemental weapons	—	Yes	Yes	Yes	—	Yes	Yes	Nova, Shield Spike	Kiss of Death, Transfusion	Yes
Pangolin	Strong shields	—	—	—	—	—	—	—	Turtle	—	—
Scav	Cheap guns and big magazines	Yes	—	Yes	Yes	Yes	Yes	—	Maylay	Springy Sheila, MIRV	Yes
Tediore	Disposable weaponry, explode when reloaded	—	Yes	Yes	Yes	Yes	Yes	—	Standard	Standard	Yes
Torgue	Exploding bullets	Yes	w—	Yes	Yes	Yes	—	—	Explosive Spike and Nova	MIRV	Yes
Vladof	Spray 'n Pray	Yes	—	Yes	Yes	—	—	Yes	Absorption	Area of Effect	Yes

My dream weapon? An Ice pistol, reloads like a Tediore, scoped, and with Jakobs' style rapid fire. That's my ideal play style, rapid pistol, high accuracy, and the freeze just because it's awesome.

—**Michael Sewell, Junior Animator,** Gearbox Software

WEAPON ATTACHMENTS



Bayonet	Raises melee damage
Boominator	Increases grenade damage
Fast Learner	Bonus to experience from kills
Foregrip	Increases stability
Harden Up	Improves maximum shields
Higher Bullet Speed	Faster bullets improve long-range performance
Higher Damage	Increases the base damage of your weapon
Improved Accuracy	Raises Accuracy of your weapon
Increased Magazine Size	More bullets, more fun
Oxygenator	Damaging enemies restores O2
Piercing Rounds	Grants a chance to ignore enemy shields
Punisher	Raises critical hit damage
Reload Speed	Lower the time it takes to reload your weapon
Safeguard	Restores some of your shields on each kill
Serenity	Reduces rate of O2 consumption
Wild	Creates a wider spray of bullets

AMMO





Ammunition doesn't seem as important as the weapon you use, but you aren't going to do much damage if you run out of bullets in the middle of a firefight.

Keep your supplies of ammo as close to full as possible throughout the game. Do this by looting chests, restocking at Bullets Etc. vending machines, and by upgrading your maximum supply of ammo for various weapons. Black Market ammo upgrades are almost as wonderful as backpack upgrades. Save your Moonstones so that you can carry enough munitions to take down a small country. That's the Elpis way!

Ammo Capacity

CAPACITY	ASSAULT RIFLES	LASERS	PISTOLS	ROCKET LAUNCHERS	SHOTGUNS	SMGS	SNIPER RIFLES	GRENADES
Starting Ammo Capacity	280	500	200	12	80	360	48	3
Maximum Upgraded Ammo Capacity	980	1100	700	27	180	1260	108	8

Ammo Costs

AMMO TYPE	COST (AT LEVEL 26)	QUANTITY
Assault Rifle Ammo	$171	54
Laser Cells	$171	25
Pistol Bullets	$171	54
Launcher Ammo	$1,919	12
Shotgun Shells	$171	24
SMG Bullets	$171	72
Sniper Rifle Ammo	$171	18
Grenades	$959	3

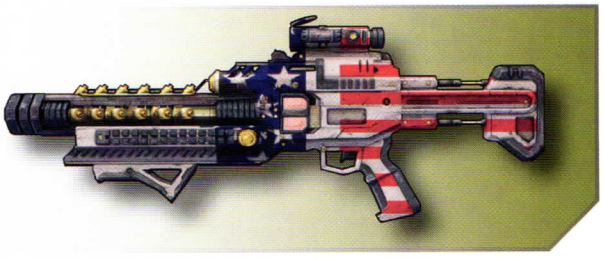
The Cost of Living

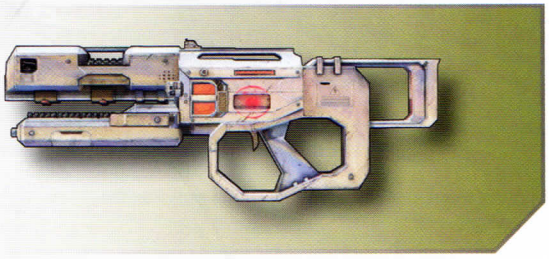
Though the quantities remain the same, the cost of ammo scales up as you level.

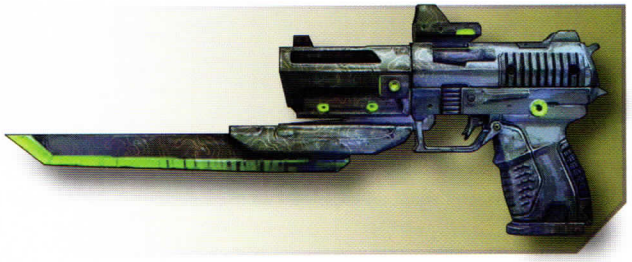
WEAPON MANUFACTURERS

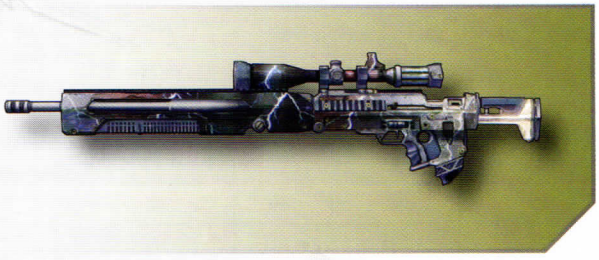
DAHL













Dahl makes precision weaponry that you can get your hands on today for a fair price. They sell their best equipment to military forces and mercenaries throughout the universe. Noted for their low recoil and deadly burst fire, Dahl weapons are relentless. When there's a job to do that has to be taken seriously, come to Dahl first. You'll be glad you make the smart choice.

Primary Feature: Burst fire when zoomed, allowing normally inaccurate weapons to fire with precision

ASSAULT RIFLES



Dahl assault rifles are hard on your ammunition supply, but they deal incredible amounts of damage to targets that are at short or medium range. Automatic when fired from the hip or fired in bursts when zoomed, these weapons are only limited by the skill and accuracy of their users.

PISTOLS



Pistols from Dahl give you strong burst potential if you're good at lining up that first shot. Their controlled recoil lets you score multiple critical hits if you're good enough to keep your fire control in good shape regardless of the situation.

Because burst firing is so important for Dahl pistols, you might want to look elsewhere when you're specializing in hip-fired pistol use (i.e., for Nisha). Of course, Dahl pistols are semi-automatic when hip-firing—the only semi-automatic pistol fire in the game other than Jakobs, so they are definitely worth your consideration.

SMGS



SMGs aren't usually very accurate weapons because of their high firing rate and recoil problems. However, Dahl makes some of the most impressive SMGs for people who want to use them in a variety of situations. They have the usual spray 'n pray style when used at close range but act more like assault rifles when zoomed in. If you're looking for a single weapon that can handle fights at a variety of ranges, this is your friend.

Try to get a shock Dahl SMG for one of the most amazing experiences. You're able to rip shields off of people up close or from far away, leaving them vulnerable to other weapons in your inventory (or to attacks from your buddies).

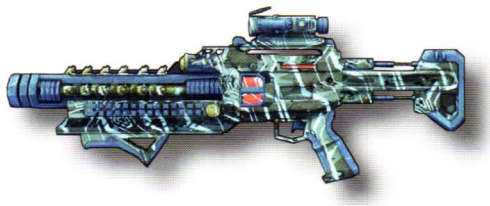
SNIPER RIFLES



Dahl sniper rifles aren't as easy to use as some of their competitor's brands, but they offer titanic damage over a short period. Line up a critical hit against an enemy and unleash hell on them from afar. The burst from these attacks is often incredibly lethal, making it a great tool against bosses and badasses alike.

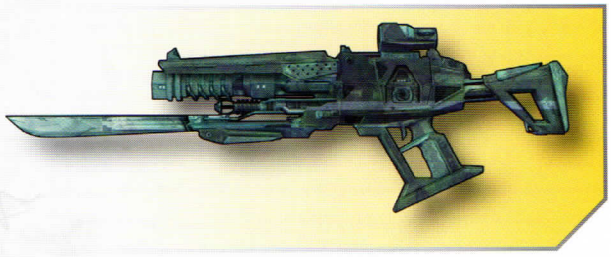
The inability to quickly switch between multiple lighter targets makes Dahl sniper rifles a poor choice against peons of any sort.

LASERS



Continuing the trend of flexible weaponry, Dahl lasers give you high-speed elemental attacks for short and medium range and the accurate bursts that are required for distant firefights. You're going to be happy with yourself for grabbing one of these babies.

HYPERION

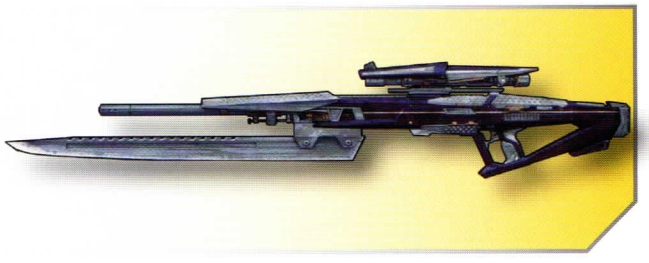












Being a member of the Hyperion sales team, I want to take a second and get away from the hype and return to the basics. What are Hyperion weapons about? The honest answer is quality. They're about hitting the mark and making it count. They're about solving problems and ensuring that we all live in a safer world. They're about the freedom to choose what you do and where you do it. Hyperion is about solutions.

To help you help yourself, our weapons improve their accuracy during sustained fire so that your attacks get better and better the more you dedicate. Doesn't that sound like something worth investing in? Look for large magazines, use extended bursts, and let me know how it works out for you!

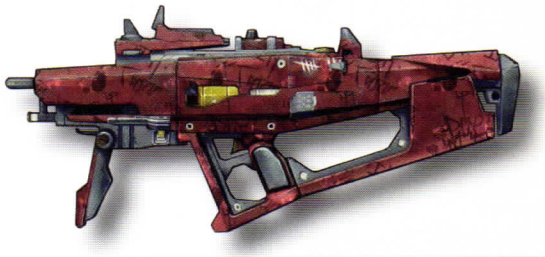
Primary Feature: Improved accuracy during extended bursts

PISTOLS



Hyperion pistols are a bit of an odd bird. Pistols are usually nice for close quarters work, but it's hard to get the best bursts when you're whirling around and dealing with targets that are too close. For long-range work, pistols aren't ideal unless they have great scopes. Hyperion SMGs are usually superior for putting tons of holes in local enemies.

SMGS



Hyperion SMGs are works of art. They have the larger magazines that are essential for getting the most out of extended bursts. Blow multiple targets down while enjoying the incredible accuracy of a Hyperion weapon for as long as possible. Characters with skills that extend magazine size are even happier with this combination.

SHOTGUNS



Hyperion shotguns feel very tactical. Their spread is tight, they often have magazines that last longer than rivals' shotguns, and you're meant to blaze away until the target turns into putty. These shotguns are fairly good for Second Wind backup because of their longer-firing magazines.

SNIPER RIFLES



Hyperion sniper rifles are best used in fights against larger, heavier targets. Firing in bursts isn't doable when you need to line up new head shots against multiple targets. It's better when you're fighting enemies with extremely high health that require multiple shots to their weak areas before they go down.

LASERS

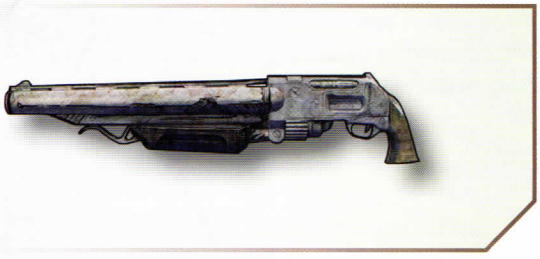


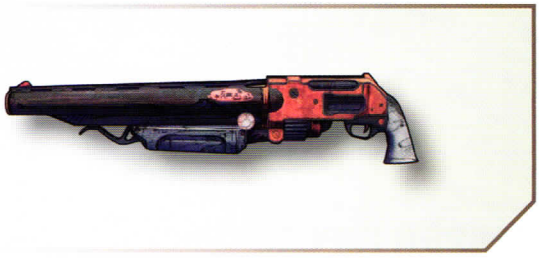
Hyperion lasers give you strong critical hit opportunities with good, elemental weapons. They're wonderful for sniping targets that are at medium or long range. If you're the gunner for a team that needs someone to cover shock or burn duties, these lasers are perfect.

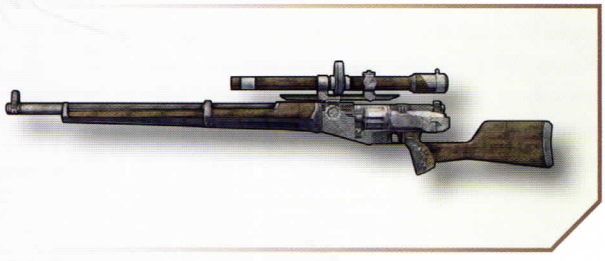
JAKOBS













Well slow down for a minute, partner. Everyone else 'round here is going to talk your ears off about automatic fire, elemental effects, Avogadro's number, and all sorts of other malarkey. We don't truck with any of that nonsense at Jakobs. We make weapons, the old-fashioned way. Aim one of our guns at people who won't get off your property, squeeze our hand-crafted triggers a single time, and watch that trespasser go away so that you can get back to your rockin' chair and a mint julep.

Primary Feature: Semi-automatic weapons, no elemental shenanigans, and high damage

ASSAULT RIFLES



These assault rifles are extremely easy to control. Every press of the button gets you a shot on target, and the mix of high damage and good all-around stats means that sniping is very easy. Jakobs assault rifles are great at medium or long range, and they're wonderful at scoring critical hits once you get comfortable with using them.

PISTOLS



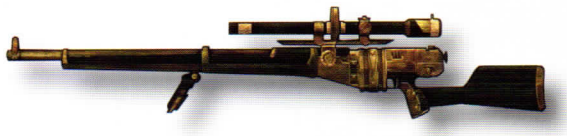
Jakobs pistols are a treat. They feel good in your hand, and send enemies into the hereafter without second thought. Nisha, in particular, can do some magical things with these pistols if she's built for it (dual-wielding Jakobs pistols is awesome).

SHOTGUNS



You can't shoot for long with Jakobs shotguns because they often have tiny magazines. However, their fast firing rate means that most of these guns unload damage at blinding speed. If you want a backup weapon that is lethal at point-blank range, try a Jakobs shotgun. Switch to it when you're out of ammo with your main gun, and disintegrate anything that has gotten too close to your character!

SNIPER RIFLES



These sniper rifles are amazing at popping heads across all of Elpis. Use them heavily when you're not in True Vault Hunter Mode (when elemental weapons start becoming incredibly powerful). If you're in normal mode, Jakobs sniper rifles are stunning. Stay at maximum range, take out targets that don't even know you're there, and repeat with even more hopeless fools.

I'd want a sniper rifle, whose bullets split off into more bullets when they hit a target, and ricochet when they hit a wall—and then set people on fire! and then explode! You can't hide from me!

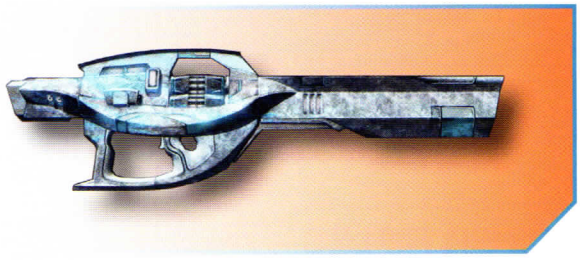
—**Kaitlyn Glenn, QA Officer,** 2K Australia

MALIWAN

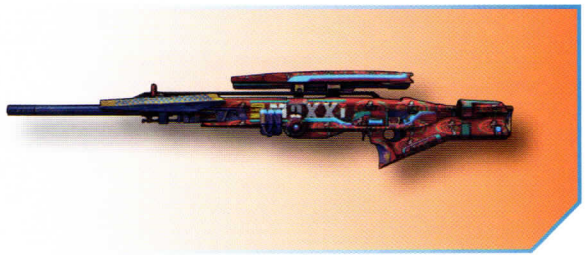












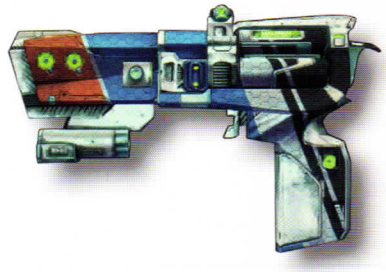
You're new, aren't you? I can see that you're looking at other gun manufacturers. You're tempted by their higher damage. They look like they have better stats, don't they? It's true, they do.

On paper.

Have you ever heard of anyone winning a battle on paper? No. But you sure hear about people losing battles because they thought they understood what they were going up against. At Maliwan, we don't juke the stats or pander to the gun nuts. We make weapons that kill. We create the thinking man's guns. Buy from us when you understand the way combat really works.

Primary Feature: Advanced elemental weaponry

PISTOLS



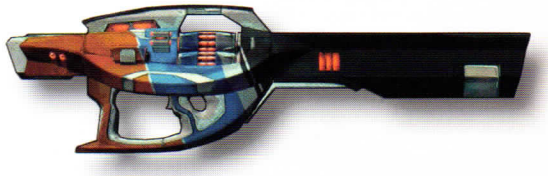
Maliwan pistols don't apply elemental effects as well as their SMGs, but they're still entirely usable for the same process. Find the element that you need, and rely on the pistols to quickly fire and exploit the vulnerability of your current target (fire for flesh, shock for shields, and corrosive for armor).

SMGS



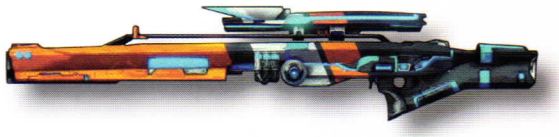
Maliwan SMGs serve the same niche as their pistols, but SMGs have larger magazines and the firing rate to land elemental effects on targets quickly and efficiently. If you're in a group, don't try to kill each target with whatever single element you're using. Instead, fry each person's shield and then move on while other allies kill the victim. Or let other people bring down shields while you use fire to kill exposed targets. The more people you play with, the better Maliwan SMGs perform (long engagements give you more time to exploit elemental weaknesses).

ROCKET LAUNCHERS



Maliwan rocket launchers are quite situational. If you miss a shot or use a rocket against a target that isn't vulnerable to your element, it's a huge waste of your time. These launchers don't have a great amount of base damage. You have to use them correctly, against the right targets, at the right time. Break these out when you know they're needed; never use them on a whim.

SNIPER RIFLES



Maliwan sniper rifles are evil shield poppers. Bring down enemy shields from maximum range, and watch your buddies rip through the targets health without any problems. Because sniper rifles are so good at initiating fights, be on the lookout for shock variants as often as possible. They're shockingly good.

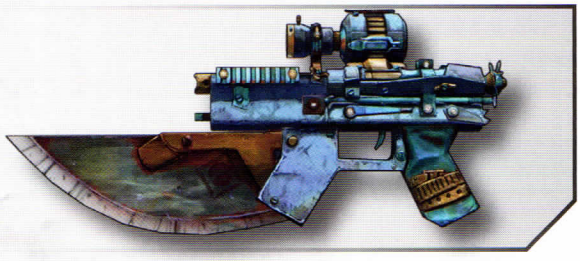
LASERS

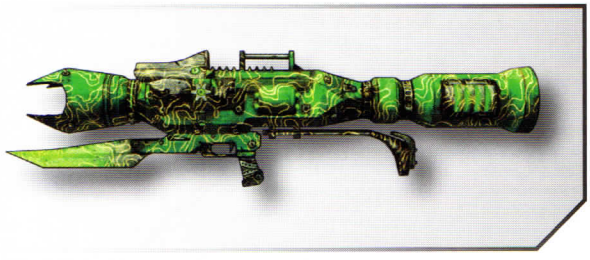


Maliwan was born to make lasers. It's such an intuitive pairing that you're going to find them very easy to use. What's better than using a Maliwan laser to burn down everyone who ever pissed you off?

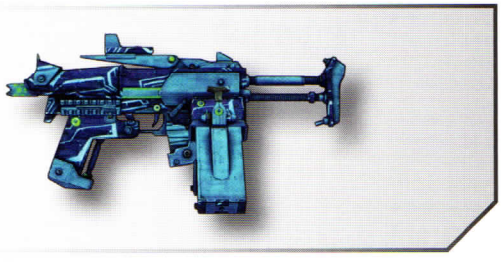
NOTHING.

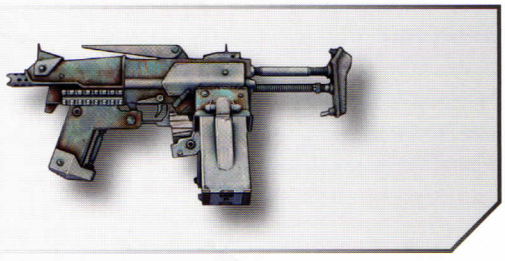
SCAV













Pick up a gun an' shoot it. Don't work? Try another. Make it bigger. Use more parts. If it's crap, kill someone when they're not looking and take their gun. Fire at everything that moves until you're pretty sure it's dead. And when in doubt, keep shooting.

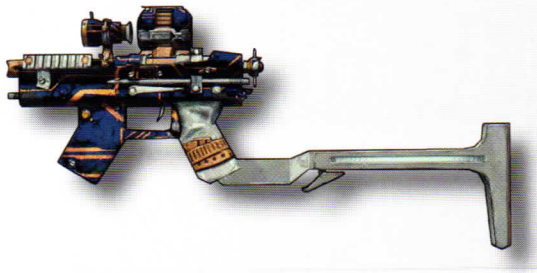
Primary Feature: Scav equipment has large magazines but weaker stats overall; they're great for spraying the world with violence.

ASSAULT RIFLES



Scav assault rifles have huge magazines and are meant to be fired exhaustively. Their other stats are mediocre, so you have to make up for any lack of firepower by shooting sooner and longer than your opponents. If you like Scav weaponry, expect to put Moonstones into your bullet capacity, because you're going to need as much ammo as you can carry.

PISTOLS



Scav pistols are okay when you don't have time to aim or care. Point your weapon in the vague direction of your target and shoot until something dies. That's about all there is to it.

SMGS



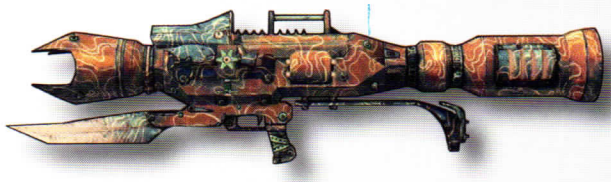
Scav SMGs have enough magazine capacity and firing rate to do fair damage over time, as long as you don't mind using all of your bullets. Use these if you don't have any other SMGs in your arsenal so that you aren't cannibalizing ammo from higher-end weapons to feed this beast.

SHOTGUNS



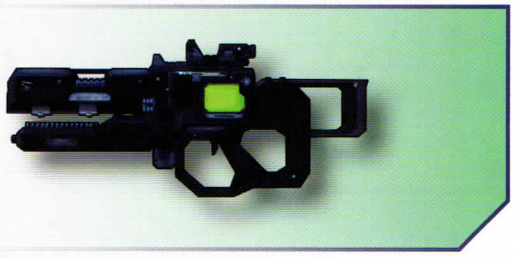
Teach yourself not to reload reflexively if you use Scav (or Tediore) shotguns. The reload times on these suckers is dangerous if you're still engaged. Keep shooting until you're about to run dry, and be willing to switch weapons if you're still fighting when everything runs out. It'll probably be faster than reloading!

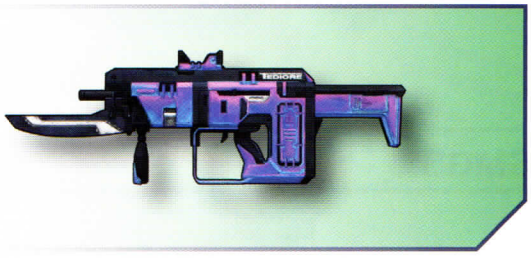
ROCKET LAUNCHERS

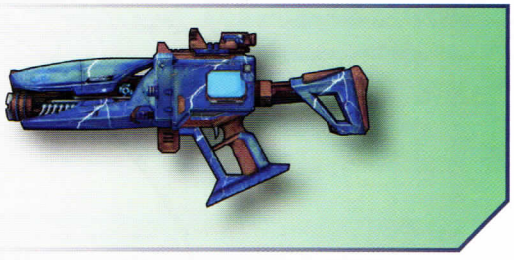


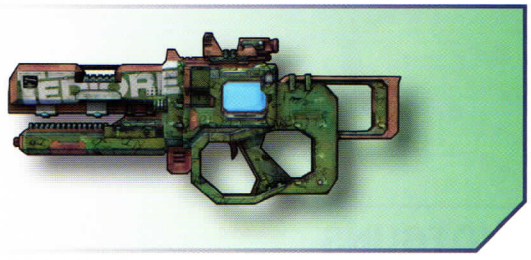
Expensive to use, Scav rocket launchers somehow succeed in getting their ordnance downrange. Double jump to get above your targets and aim at their feet to splash an entire group with elemental damage of one type or another.

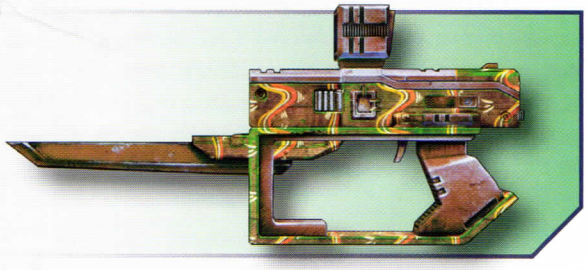
TEDIORE

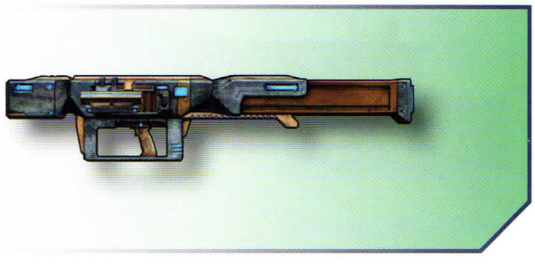












Do you hate reloading? Sure, we all do. That's why disposable weapons were invented! Tediore is all about avoiding the tedium in gun battles. Have you run out of grenades? Don't pout. Throw your gun at someone. If they're stupid enough to stand near it, they'll blow up nicely.

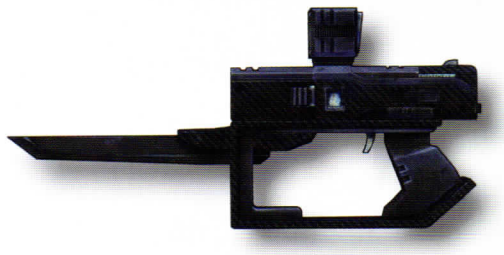
Anytime you reload your weapon the remainder of the magazine explodes. This explosion damage is directly proportional to the number of rounds remaining in the magazine. Our elemental weapons explode with their elemental type when reloaded or thrown as well!

Everything we make at Tediore has a secondary purpose. See that rocket launcher over there; it's made to explode. Why rely only on missiles to detonate people? Use every part of the weapon. See our service and resupply plans today. There's one out there that's perfect for you!

Primary Feature: Throwaway weapons that explode when reloaded

PROBLEM SOLVING THROUGH BETTER MUNITIONS

PISTOLS



Tediore pistols give new meaning to fire and forget. Blow down the first few jerks who get in your way, and throw your gun at the survivors when it's time to reload. These pistols can serve as backup grenades when thrown or be thought of merely as an end-of-clip bonus.

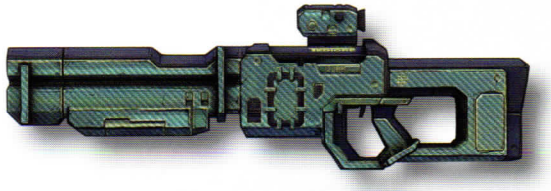
This ability synergizes nicely with characters that get bonuses for finishing off magazines or reloading new ones (e.g., Nisha).

SMGS



SMGs bring a heavy explosion when they're thrown at people; the large magazines featured on these weapons have major stopping power. If you're okay with dropping 30-40 bullets at a time, the damage output might be worth your while.

SHOTGUNS



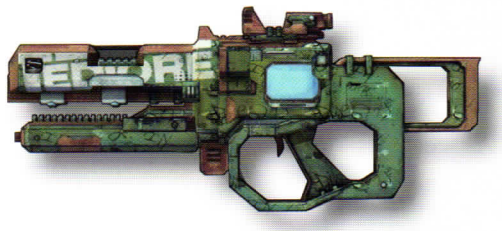
Having trouble with a boss or badass? Throw a Tediore shotgun on the ground in front of them and run like hell. The more shells in your current magazine, the more damage this does. Though costly, this type of hit-and-run attack lets you hurt a powerful target and get back to cover quickly. It's also a good extraction technique. If your action skill runs out at a bad time, throw your shotgun, toss a grenade, and get to cover while everyone in the area either dies or has to evade.

ROCKET LAUNCHERS



Tediore rocket launchers are surprisingly effective. The final blast launches the empty dispenser toward your opponent as a free rocket. The extra damage from this and the utility of having bonus burst damage during reload times is very useful during boss fights or encounters with tougher badasses.

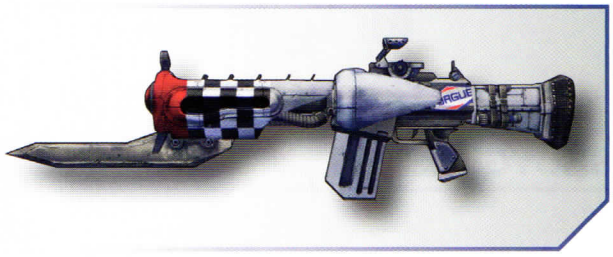
LASERS

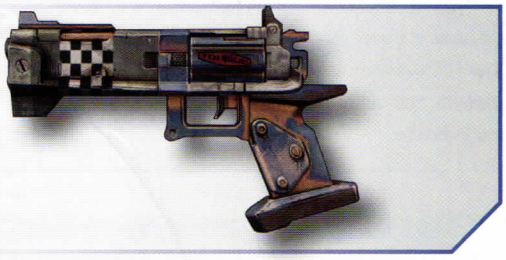


Fire large blasts of energy with Tediore lasers. They do a respectable amount of damage and have generally decent stats. Thrown lasers don't have the range of a Tediore rocket launcher and aren't as useful if you're fighting enemies farther off. It's good to use your reload throw as a defensive ability. If someone gets too close for the laser to be effective, throw it at them and then switch weapons to something more effective for close-quarters combat.

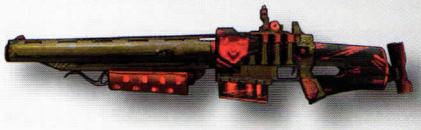
TORGUE













Explosions don't go out of style. When you need to put down 200 Kilotons of violence, you're not gonna go to Dahl. Jakobs is still trying to work its way out of the stone age. And Maliwan is too busy developing pretty apps for their weapon systems. I've heard that they have a new model coming out later this year; it has rounded corners. Ohhhhhh: WHO CARES!!!

You didn't come here for looks or efficiency. Screw that, we TRY to waste more ammo per shot, because it's loud. You're here to buy explosions, and that's all we have. Our bullets blow up. Our rockets blow up ... more. That business card I left out for you, well, don't give it to your kids.

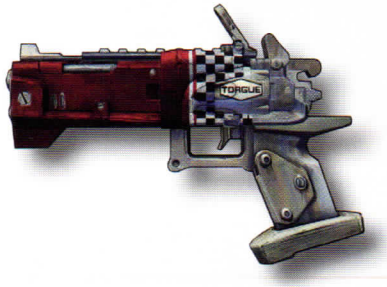
Primary Feature: High Damage, Explosive Damage Type, Slow Bullet Velocity

ASSAULT RIFLES



Practice with Torgue assault rifles before heading into major combat with them. The bullets they fire are more like mini rockets; they'll hit like trucks of beef, but they take longer to get there. Learn to lead your targets even more.

PISTOLS



Pistols also require retraining, but they're often used at shorter ranges so you're less likely to miss even with slower rounds. The heavy damage from these attacks is nice when you're fighting tough targets.

SHOTGUNS



Shotguns are about as short range as you get, so they minimize the slow projectile speed of Torgue weaponry. Put your shotgun into the enemy's face, fire, and call someone to clean up the mess.

ROCKET LAUNCHERS



Almost nothing does the sudden, horrifying burst damage of a Torgue rocket launcher. If you want maximum impact, here is the place to get it. We're talking about crazy, vile explosive power.

I would love a Cryo and rocket launcher hybrid. Freeze your enemies and rocket them into a million tiny pieces with one gun! Or launch them into orbit! Cryo weapons are great, rockets are great—it's a beautiful marriage.

—Evyn Shuley, Senior Systems Designer, 2K Australia

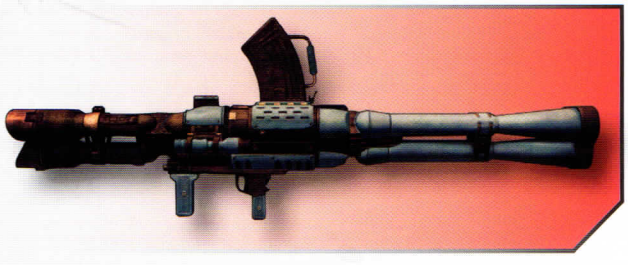
VLADOF

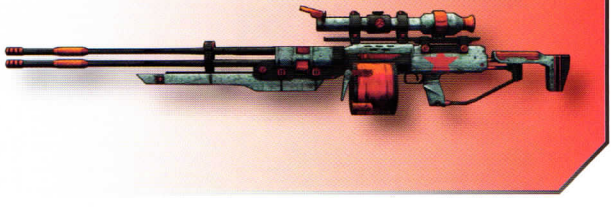












Vladof is number one gun manufacturer in all nations that rely on grey, brown, or just rust as their primary color. Can you feel hammer as it beats down on the oppressors? Is that sound of righteous boots marching to overthrow the mighty and protect the weak? If it is, we hope they're carrying Vladof weapons. A true patriot keeps one hand on heart, and other on Vladof rifle.

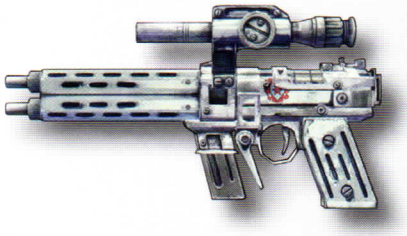
Primary Feature: High Firing Rate, Revolutionary Damage

ASSAULT RIFLES



Vladof assault rifles are the cream of the crop for people who want solid firing rates and accuracy together in the same gun. They're reliable at almost any range, and do enough damage to tear apart both softer targets and heavier prey.

PISTOLS



Vladof pistols feel almost exactly like other manufacturers' SMGs. They are rapid-firing killing machines. Look to them for close-quarters attacks, especially if they have an elemental effect that you need.

ROCKET LAUNCHERS



Though Vladof launchers have less punch than Torgue, they're still quite effective in longer fights. The individual missiles are weaker, but the increased magazine size lets you put more missiles out in the same amount of time. While costly, this can be a great way to clear out groups of lesser enemies in almost no time at all. Heavier launchers aren't as good at that because they'll overkill their targets and waste time with increased reloading.

SNIPER RIFLES



Sniper rifles usually are made to fire a round here and a round there. Pick each shot carefully and try to put down an enemy each time you squeeze the trigger. That's not the Vladof style. Their sniper rifles are more like heavy machineguns. If controlled automatic fire is what you're looking for, get a pair of Vladof assault rifles and sniper rifles.

[My favorite gun would be] a sniper rifle that fires exploding psychos. I'd be all "Surprise, mo-fos!" and the psychos would be all like "Sausage time!" and then BOOM.

—**Andrew Orman, Senior Designer,** 2K Australia

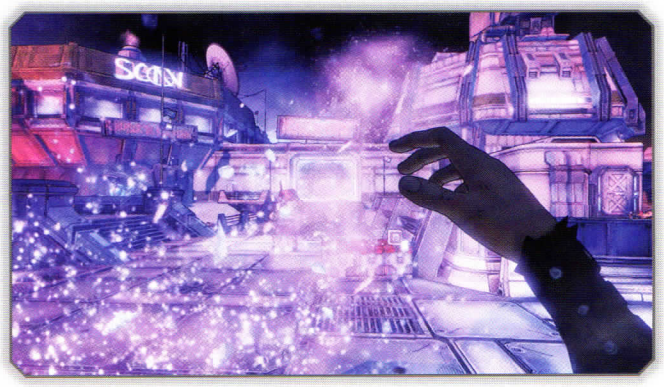
SHIELDS

Shields are your first line of defense against incoming bullets, rockets, spiders, and llamas. They feature three primary stats: capacity, recharge rate, and recharge delay.

- CAPACITY: THE AMOUNT OF DAMAGE THAT THE SHIELD TAKES BEFORE IT COLLAPSES AND EXPOSES YOU TO ATTACK
- RECHARGE RATE: THE SPEED AT WHICH YOUR CAPACITY RESTORES ITSELF AFTER AVOIDING DAMAGE
- RECHARGE DELAY: THE AMOUNT OF TIME YOU NEED TO AVOID DAMAGE BEFORE YOUR RECHARGE RATE KICKS IN

You always want to have the highest possible capacity and recharge rate and the lowest recharge delay. It's never possible to get everything you like, so be ready for tradeoffs when selecting your ideal shield.

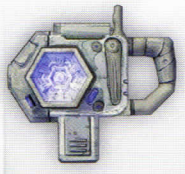
Maximum capacity is good for people who engage in really long fights. It's also best for characters that intend to go down frequently and fight for Second Wind (you get your shields recharged immediately when you trigger Second Wind, so the better your capacity, the more free shields you earn).



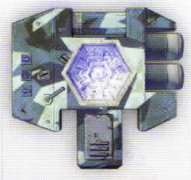
Superior recharge rates and short delays are better for characters that use hit-and-run tactics, often from long range. Snipers and support characters usually fill this role. They take cover if too much direct damage starts coming their way, and the sooner they regenerate their capacity, the sooner they can get back into the action. Given their utility, don't leave a desirable shield booster on the ground. You must manually pick these up when you see them.

Knowing all of this, you should look over the next table to figure out if your shield has any special abilities (and how they'll change your style of play).

SHIELD ABILITY	MANUFACTURER	EFFECT
Absorption	Vladof	You have a chance to absorb bullets and add them to your ammunition supply
Booster	Dahl	When damaged, may spawn packs of shield energy that are picked up to restore your capacity
Adaptive	Anshin	Adapts to damage taken, increasing your elemental resistance to that element; also raises maximum health
Amplify	Hyperion	When fully charged, causes the next shot to deal increased damage (at the expense of some shield capacity)
Turtle	Pangolin	Trades your health capacity for even higher shield capacity
Nova	Maliwan/Torgue	Explodes when your shield capacity runs out, dealing some type of elemental damage to nearby foes
Maylay	Scav	Improves melee damage after shield capacity collapses
Spike	Maliwan/Torgue	Does damage to enemies that make melee attacks against you
Standard	Tediore	No special behaviors



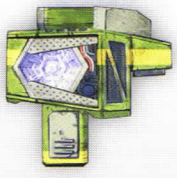
Absorption



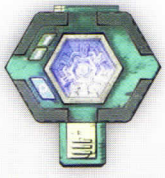
Booster



Adaptive



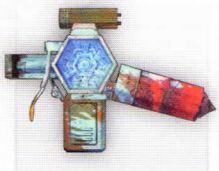
Amplify



Turtle



Nova



Maylay



Spike



Standard

GRENADES

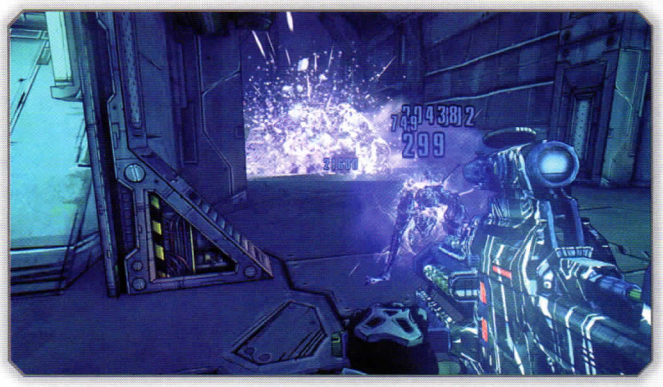
Look at several things before picking your grenade type. The raw damage output is important, of course, but there's much more to your decision than that stat. Blast radius lets you know how large a boom you're going to get. The bigger, the better, because you have an easier time hitting large groups of enemies with a single grenade.

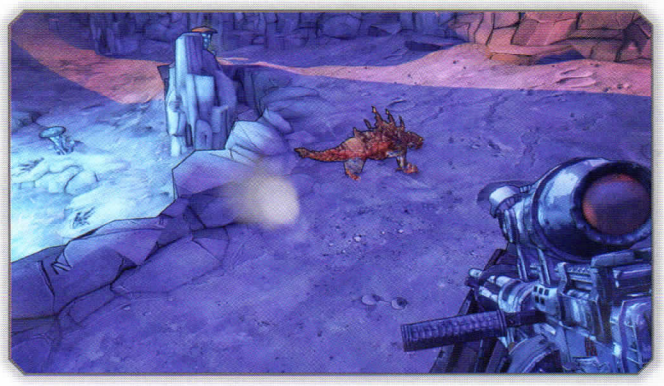
Fuse time lists the delay before your grenade explodes. You want this to be as short as possible, most of the time. Enemies don't like being blown up, so they'll run for cover if you give them enough time. Losing some raw damage in exchange for shorter fuse time is often worthwhile, because a smaller attack that often hits is way better than a huge detonation that never hits anyone.

Once you've balanced these traits, consider each grenade's delivery system and special abilities. The delivery system is shown by the name of the grenade (Lobbed, Rubberized, etc.). This lets you know how the grenade gets to its target, and whether it sticks to them, explodes on contact, etc.

Then, see if your grenade has any special abilities. Note that until you get your first Grenade Mod, you only throw regular grenades without any special attributes. The same is true if you unequip your Grenade Mod.

Most grenades fit into a variety of characters' playstyles. You'll find that grenade preference is usually a matter more of personal taste than a demand of your class or build. Still, there are a few minor trends: long-range characters benefit hugely from the accuracy of longbow grenades, and players who are tanking get more out of transfusion grenades.





DELIVERY SYSTEM	EFFECT
Lob	Tosses the grenade at your target
Rubberized	Bounces until it runs out of time or hits a target; instantly detonates if it touches anyone
Longbow	The grenade flies like it's attached to an arrow.
Homing	Tracks the target you throw it toward
Sticky	Attaches to anything it touches so that they can't run away (this can be a delivery system for lobbed, longbow, and homing grenades)

GRENADE ABILITY	MANUFACTURER	EFFECT
Standard	Tediore, Scav	Toss grenade, watch it explode, nuff said
MIRV	Torgue, Scav	Splits into multiple, child grenades
Springy Sheila	Dahl, Scav	Hops around, firing projectiles all over the place
Area of Effect	Vladof	Damage enemies that stay near the grenade over time
Singularity	Hyperion	Pulls targets into the epicenter of the explosion
Transfusion	Maliwan	Spawns child grenades that seek enemies to deal damage and transfer health to your character



Standard



MIRV



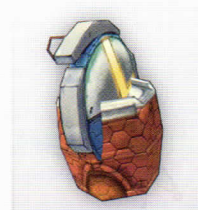
Springy Sheila



Area of Effect



Singularity



Transfusion

CLASS MODS

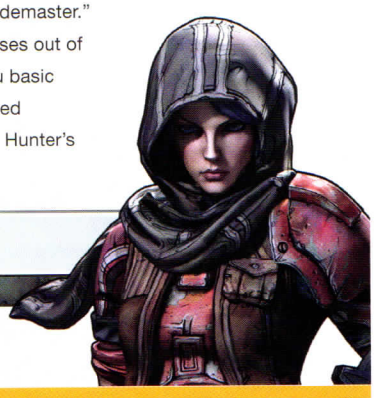
Class mods are more complex than most item pieces because they influence each class a bit differently. You won't see these items too often in the really early game, but they're a major fixture as you advance in level.

At first, you want to find any mod that helps your class. Having bonuses anywhere is better than having nothing. But once you're better established than that, start looking for class mods that help your favorite skills. Failing that, at least get something that adds bonuses to the skill tree that you're most heavily invested in.

The final step is to look for class mods that have skill bonuses that you need AND special abilities that are ideal for your specific build and playstyle. A classic example is to get a mod for Nisha that raises Jakobs weapon damage (Six-Shooter) when she's already sporting twin Jakobs pistols for a high-damage build. If she finds one of those and the skills raise any of her Fan the Hammer abilities, she's in heaven.



Let's talk about the specific class mods that are available for each Vault Hunter. The names, such as Blademaster, tell you which bonuses you're going to get. Blademaster mods are used by Athena; they raise her melee damage and critical hit damage. However, there are multiple tiers of Blademaster mods. Higher tiers have cooler titles, such as "Ruthless Blademaster." They still influence the same stats, but you get bigger bonuses out of them, and more bonus skills. Common class mods give you basic bonuses and nothing else. Higher-grade mods have improved percentages and usually upgrade multiple skills in the Vault Hunter's skill trees.



Athena

Possible Class Mods

BLADEMASTER

Melee Damage and Crit Damage



DEFENDER

Shield Capacity



FEMME FATALE

SMG Magazine Size and Damage



BLOODTHIRSTER

Melee Damage and Health Regen



DOMINATOR

Fire Rate



GLADIATRIX

Max Health and Reload Speed



CANNONESS

Shotgun Fire Rate and Reload



DRAGON

Burn Damage



PROTECTOR

Team Cooldown Rate



CELESTIAL GLADIATOR

Fire Rate, Max Health, and Skill Bonuses



ERIDIAN VANQUISHER

Elemental Effect Chance, Air Control, Max Health, and Skill Bonuses



STORM

Electrocute Damage



Claptrap

Possible Class Mods

BROTRAP

Team Health Regen, Max Health



LOOSE CANNON

Pistol Fire Rate and Damage



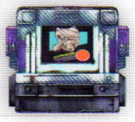
ROBONINJA

Melee Damage and Melee Resistance



CELESTRIAL FRAGTRAP

Cooldown Rate, Critical Damage, and Skills



MADTRAP

Gun Damage and a Penalty to Shield Capacity



SHORT CIRCUIT

Electrocute Chance and Electrocute Damage



ERIDIAN VANQUISHER

Elemental Effect Chance, Air Control, Max Health, and Skills



OVERCLOCKER

Cooldown Rate



SAPPER

Explosive Damage and Explosive Resistance



FACTORY SECOND

Reload Speed, Fire Rate



PIÑATA

Team Ammo Regen, Max Health



TANKTRAP

Max Health and Shield Recharge Delay





Possible Class Mods

BOUNTY HUNTER

Shield Recharge Delay



DESPERADO

Cooldown Rate,
Pistol Damage



SHERIFF

Max Health, Gun Damage



CELESTIAL LAWBRINGER

Cooldown Rate and Skills



ERIDIAN VANQUISHER

Fire Rate, Air Control,
Max Health, and Skills



SIX-SHOOTER

Jakobs Gun Damage



COWGIRL

Pistol Magazine Size and
Pistol Max Ammo



LAW ENFORCER

Melee Damage



THE KID

Shotgun Damage, Fire Rate



CRAPSHOOTER

Critical Damage



RUSTLER

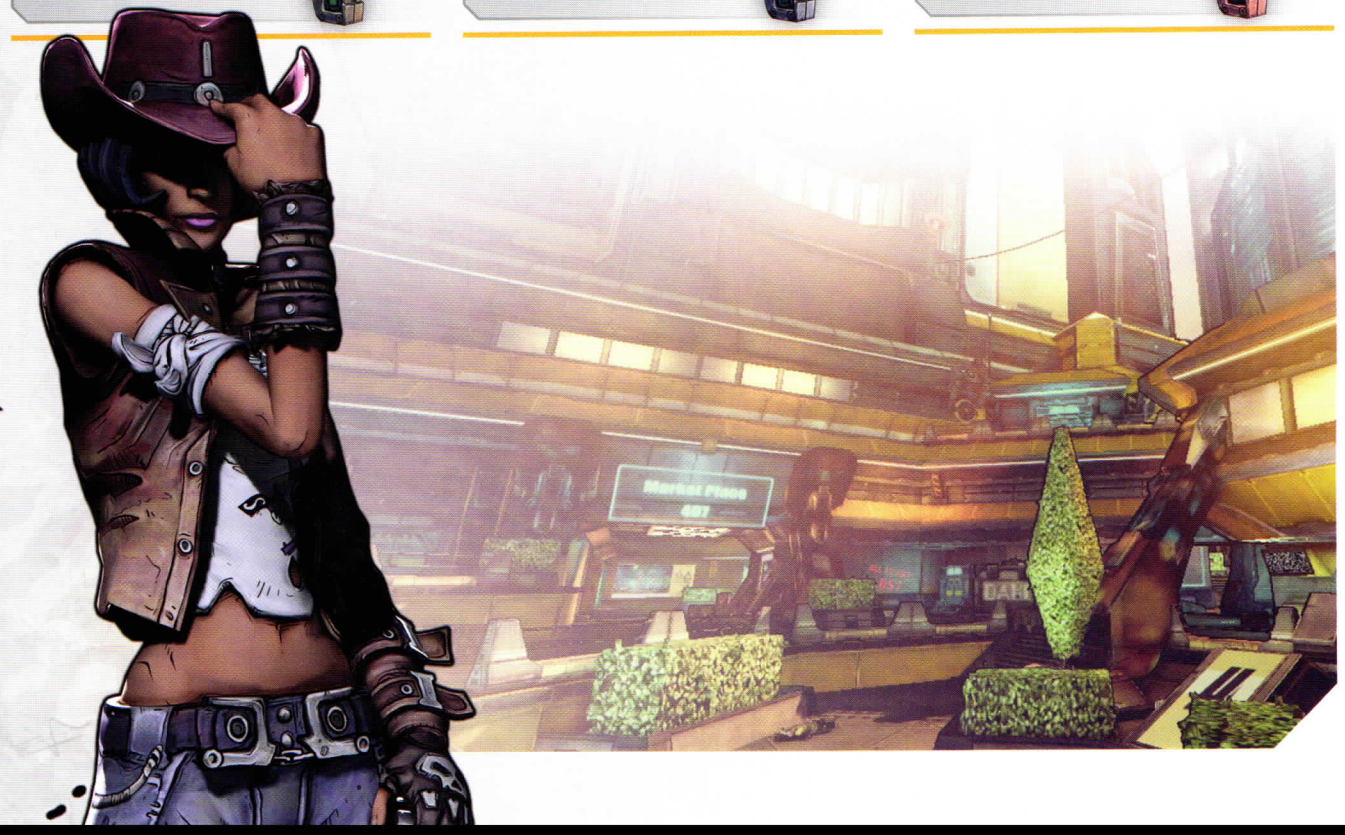
Sniper Rifle Damage,
Assault Rifle Accuracy



THE LONE STAR

Melee Damage, Gun Damage



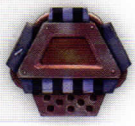


Wilhelm

Possible Class Mods

BLASTER

Laser Fire Rate and Laser Accuracy



FIGHTER

Cooldown Rate



MECH

Team Shield Recharge Rate, Team Shield Recharge Delay



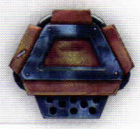
CELESTIAL ENFORCER

Shield Capacity, Gun Damage, and Skills



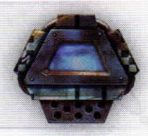
GOLEM

Max Health, Health Regeneration



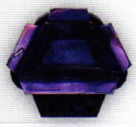
OBLITERATOR

Max Health, Melee Damage



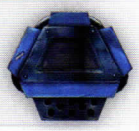
EQUALIZER

Fire Rate, Magazine Size



HOWITZER

Explosive Damage, Critical Damage



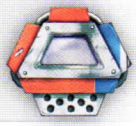
SCORCHER

Incendiary Damage



ERIDIAN VANQUISHER

Elemental Effect Chance, Air Control, Max Health, and Skills



MAULER

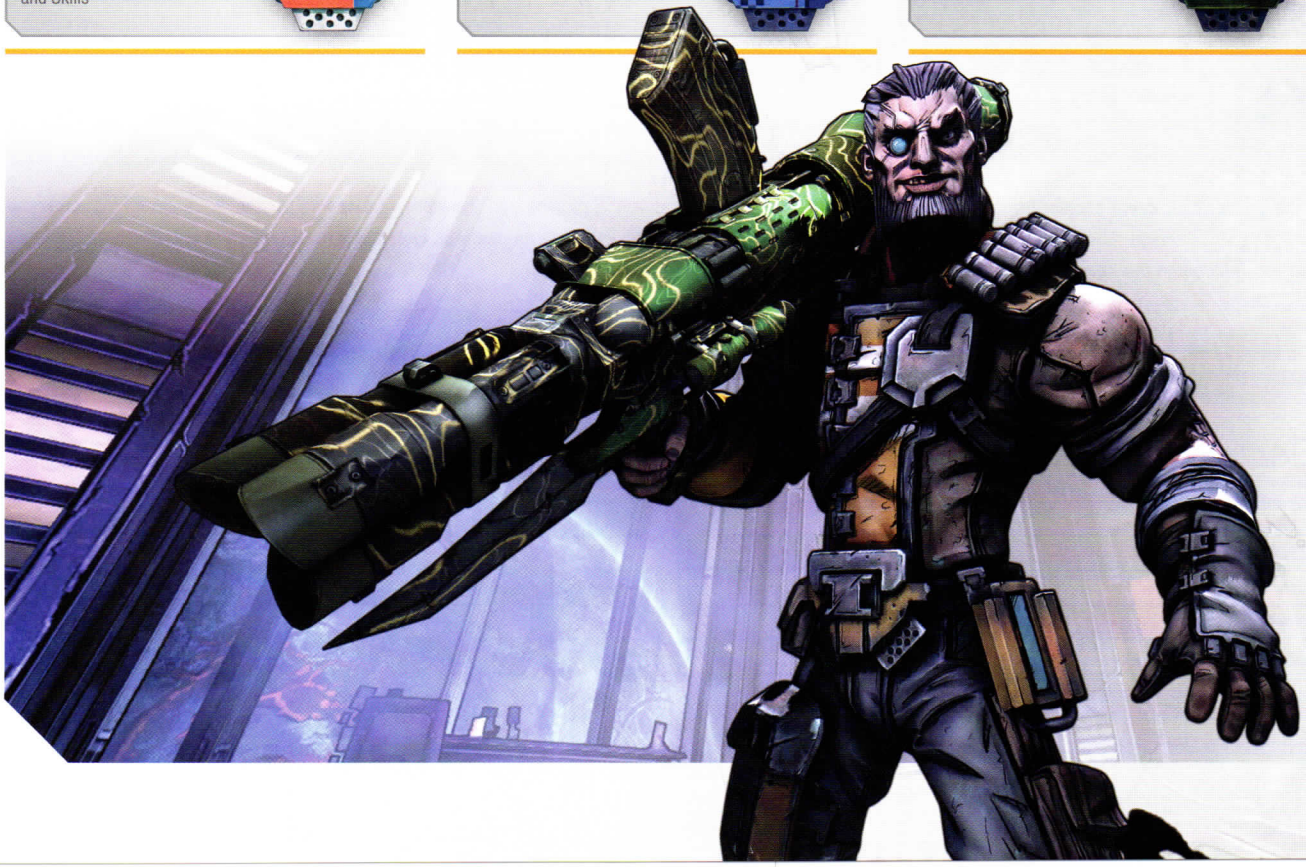
Shotgun Damage and Shotgun Accuracy



TERMINATOR

Shield Capacity, Magazine Size





OZ KITS

O_2 supplies, commonly referred to as Oz kits, let you breathe on Elpis without losing health over time. That's their primary function, but these units also have bonuses that are very useful for your character. They help with slam attacks, airborne damage, or provide bonuses when you're in or outside of an atmosphere. Use them for double jumps to reach high places and slam attacks to splatter enemies when you're coming back down.

As with a few of the other peripheral items, you should look for Oz kits that have bonuses that fit your playstyle rather than a specific mold. If you like a really mobile style, then slam and airborne damage is great for you. If you're more of a ground-based attacker, look for units that give you base damage improvements depending on your current oxygen level. Some give you bigger perks when you have almost all of your oxygen. Others give you higher bonuses as you deplete your supply. Be aware of this and try to keep your levels in an ideal range for survival while getting the best possible combat bonuses.

Loss of oxygen isn't really much of a killer. There are vents everywhere to get more oxygen when you're low, and any health lost to suffocation is restored when you start breathing again. This really isn't a concern for any serious Vault Hunter. Think of these generators as more of a relic than an environmental unit.



In the section below, we explain the names of Oz kits so that you know what you're picking up. The elemental names (Acidic, Arctic, etc.) let you know the elemental damage type of your slams when you equip that particular kit. The property names (Acrobat, Clear Skies, etc.) tell you the special buffs that you gain when the item is equipped.

Types of O2 Kits

Elemental Property Names

Acidic	Fire slam damage
Corrosive slam damage	None Listed
Arctic	Explosive slam damage
Cryo slam damage	Voltaic
Meteoric	Shock slam damage

Properties

3DD1.E

Occasionally repairs shields and health; may drop care packages when you kill enemies; chance to deal shock damage to melee attackers



ACK ACK

Increases fire rate and reload speed each time you shoot an airborne target, may spawn flak around airborne targets



ACROBAT

Enhances Air Control and Melee Damage while airborne, Boost movement after a slam



BOMBER

Grenades thrown while airborne sometimes don't consume ammo, Increases grenade damage



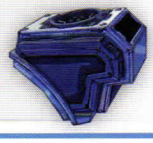
CATHARTIC

High slam damage, your slam shatters enemy air masks



CLEAR SKIES

Increases damage against airborne opponents, Increases Fire Rate after killing an airborne enemy



DUALITY

Provides different bonuses between vacuum and atmospheric play



FREEDOM

Increases gun damage while airborne, reduces O_2 cost for boosting



HYPERVENTILATOR

Increases fire rate and movement speed for each unit of O_2 that you're missing



INVIGORATION

O_2 canisters restore your oxygen and heal your character as well



JUGGERNAUT

High slam damage, your slam shatters enemy air masks



MOONLIGHT SAGA

Provides different bonuses between vacuum and atmospheric play



OXIDIZER

Provides different bonuses between vacuum and atmospheric play



PRECISION STRIKE

Increases accuracy and critical damage while airborn



STRAFING RUN

Increases fire rate and reload speed while airborn



SUPPORT RELAY

Increases gun damage based on the amount of O_2 you have, Improves O_2 capacity for each player in the group with a support relay O_2 unit



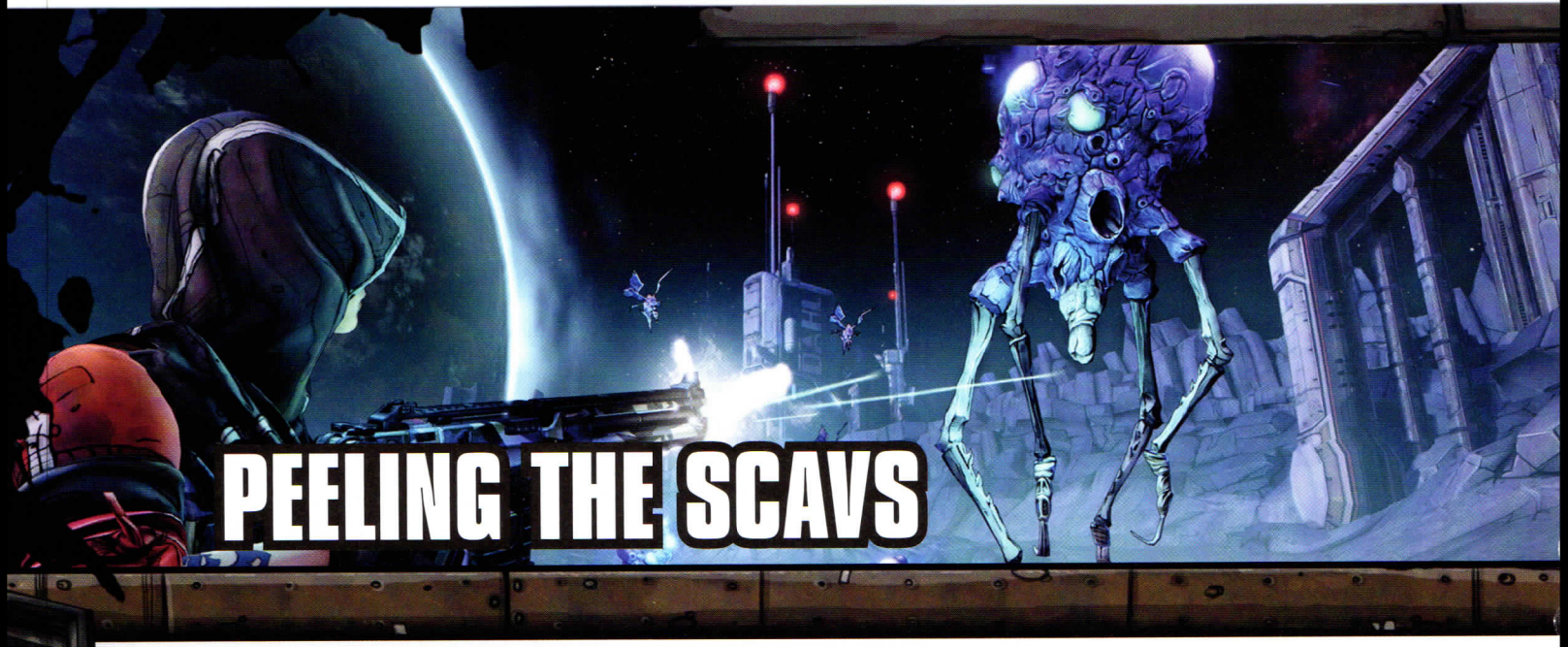
SYSTEMS PURGE

Consumes O_2 to damage and knockback enemies with your attacks, Regenerates O_2 when you kill enemies



There's nothing quite like throwing a singularity grenade mid-air, shooting the clump of enemies with a cryo rocket launcher, and slamming down with an explosive Oz Kit. Shards, shards everywhere.

—**Nick Kaun, Localization Specialist,** Gearbox Software



PEELING THE SCAVS

You think that you're tough enough to take on everything that's out there? Maybe you are, and maybe you aren't, but you'd be crazy to try it without learning more about the lay of the land. For just a handful of credits, we'll give you this guide to everything that walks, swims, breathes, and dies on Elpis and on that hunk of metal in the sky above us. You'll get your money's worth. Just promise to kill plenty of Kraggons; the damn things keep me up at night.

GLOSSARY

Badass	Tougher versions of certain enemies that have considerably more health, shields, and damage output
Damage Factor	A relative indicator for the damage output of a monster
Experience Multiplier	The higher this is, the higher the value for killing a target. The final amount is still heavily dependent on the level of the foe
Health Factor	A relative indicator for the amount of health or armor on a given monster. The higher the health factor, the more damage a creature can take, level per level
Loot Pool	The type of items or equipment you might receive for killing this enemy. Enhanced loot means that you're going to get more goodies and a higher chance for better treasure from that creature
Resistances	Elements that do less damage to certain enemies
Shield Factor	A relative indicator for the shield strength of a given monster
True Vault Hunter Mode (TVHM)	Denotes enemies that don't appear at all in your original playthrough
Weak Spots	Targets on an enemy that take much more damage when struck (these cause critical hits)
Weaknesses	Elements that do increased damage to certain enemies

TRUE VAULT HUNTER MODE

When you replay the game in True Vault Hunter Mode (TVHM), the monsters you face aren't just higher in level. They have new names, better stats (even level per level), and a bad attitude about Vault Hunters. The normal practice is to give the new monster an improved name: enraged, wanton, etc. The weaponry and style of fighting for these foes are equivalent to their older namesakes. They're just more of a pain now!

The techniques for fighting these enemies are similar to what you've already learned but require far more dedication. Your build needs to be tighter, your weapons have to follow a good theme/strategy, and you'd better understand elemental weaknesses perfectly. No longer is it sensible to use a non-elemental weapon in every fight. "Keep blasting until they're dead" is a philosophy for the early levels, not the super late game.

Always have a shock weapon, an incendiary weapon, and something with corrosion in your inventory. Use these to exploit enemy weaknesses, and aim for the head (or go after other critical hit areas when necessary). Be less aggressive about taking on large groups. Spend more time using cover, eliminating stragglers before going after the main group, and relax. Don't rush through TVHM. Take your time to level slowly so that your gear stays current. Rushing ahead without good enough gear makes your battles more frustrating. Be ready to go through a variety of areas to hunt for higher-end chests and score as many unique and legendary weapons as possible.

GUARDIANS

LOCATIONS:	Vorago Solitude, Tycho's Ribs, Eleseer
WEAK SPOT:	Their creepy, weird heads
WEAKNESSES:	Shock weaponry is very useful
IDEAL RANGE:	Short
SPAWN AREA:	Teleportation areas (runes on the ground)

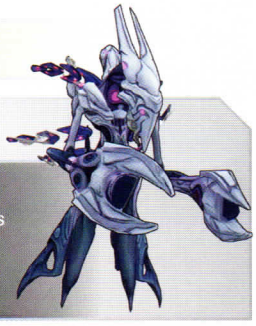
Guardians are an ancient species that have sworn themselves to the protection of the Vault. How quaint. What they don't realize is that Hyperion business interests are far more important, and lucrative, than ancient religions and moribund lifeforms.

In short: kill any Guardians that attempt to interfere with your mission. They're often fast-moving targets with a variety of special abilities to assist in their activities. Expect flying targets, stealthed enemies, and foes that are good at closing gaps quickly. Sniping at range is useful for the first few attacks in any fight, but after that you're often forced to use close-quarters weaponry to fend off charging opponents (such as Cheru, Reapers, Spectres, and Wraiths).

Even the ranged enemies are tricky to duel with sniper weaponry because of their mobility. Make sure that you either stay close and use high-speed weapons to keep damage on your targets or use incredibly accurate weaponry if you're shooting from farther back. The latter method is harder to do and requires maximum skill from the shooter. Leave flying targets until late in the fight so that you don't take damage from other enemies while trying to blow things out of the air.

Guardians are powerful enough that you need to start exploiting elemental attacks against them even if you're on your first playthrough. Use shock weaponry to bring down shielded Guardians or corrosive weapons to target armored ones. Incendiary attacks help to kill anything that has lost its shields, but non-elemental attacks suffice if you're not carrying any good incendiary gear.

ARCH GUARDIAN

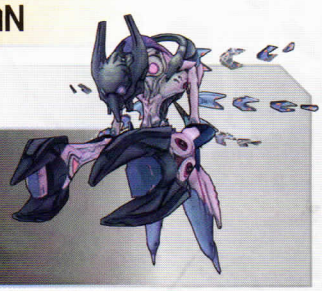


NAME (TVHM)
ARCH WARDEN

NOTES
Deadly and fairly tough; leave lesser targets alive as Second Wind fodder

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
3	4	4	1	Guns and Gear (Enhanced)

DOMINANT GUARDIAN



NAME (TVHM)
DOMINANT WARDEN

NOTES
High damage output, target early in fights

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
3	2.5	3	1	Guns and Gear

ELDER OPHA

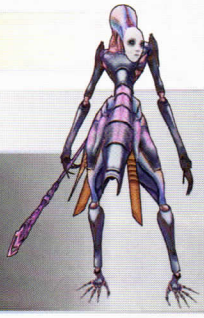


NAME (TVHM)
STALWART ELDER OPHA

NOTES
Summoner (Puttis), Open Belly is a weak spot

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
15	24	1	1	Guns and Gear

GUARDIAN CHERU

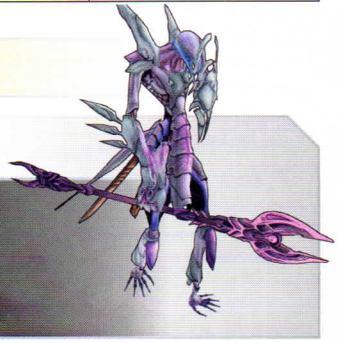


NAME (TVHM)
WARDEN CHERU

NOTES
Melee focused; throw disks as ranged attacks

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2	4	1.5	1	Guns and Gear

GUARDIAN REAPER

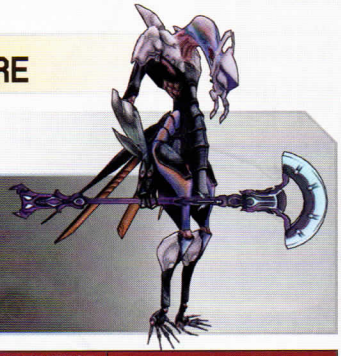


NAME (TVHM)
WARDEN REAPER

NOTES
Blink, jump attack, scary damage output

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
6	7	3.5	2	Guns and Gear

GUARDIAN SPECTRE



NAME (TVHM)
WARDEN SPECTRE

NOTES
Stealth abilities; hard to fight at range

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2.5	3	4	1	Guns and Gear

GUARDIAN WRAITH



NAME (TVHM)
WARDEN WRAITH

NOTES
Short-range opponent, alternates elemental properties periodically from Fire to Cryo and back, and from Corrosive to Shock and back

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2	3.5	1.5	1	Guns and Gear

KESTROS

NAME (TVHM)
THUNDEROUS KESTROS



NOTES
Weapon emplacements in Eleseer

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2.5	1	1	None	No Guns, No Gear

ONAGER

NAME (TVHM)
ADAMANT ONAGER



NOTES
Another Guardian weapon emplacement

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
10	1	0.1	None	No Guns, No Gear

OPHA

NAME (TVHM)
GRACEFUL OPHA



NOTES
Summoner (Puttis)

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
9	8	1	1	Guns and Gear

OPHA SUPERIOR

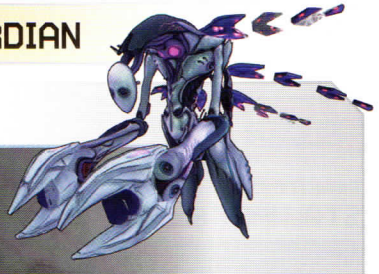


NAME (TVHM)
RIGHTEOUS OPHA SUPERIOR

NOTES
Summoner (Puttis)

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
30	36	1	1	Guns and Gear (Super Enhanced)

PRINCIPAL GUARDIAN



NAME (TVHM)
PRINCIPAL WARDEN

NOTES
Flying; Shifts elemental properties

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2	2.5	3	1	Guns and Gear

PUTTI



NAME (TVHM)
NOBLE PUTTI

NOTES
Spawned by Ophas

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
.25	.5	1	0	Guns and Gear

SERA WARDEN



NAME (TVHM)
SERA EXALTED

NOTES
Flying

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1	1.5	3	1	Guns and Gear

HYPERION ALLIES

Hyperion supports its beloved contractors. Loaders and Turrets that are still functional and loyal to Hyperion won't attack you. Instead, they'll go after anything else in the area and ensure that you have an easier time with your work.

LOCATIONS:	Helios Station, Hyperion Hub of Heroism
WEAK SPOT:	Don't shoot; they're buddies
WEAKNESSES:	Nothing; Hyperion is invincible
IDEAL RANGE:	Not important
SPAWN AREA:	Fixed locations

AUTO CANNON



NAME (TVHM)
AUTO CANNON

NOTES
Your trusty Hyperion automatic cannon friend

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
5	1	1	—	—

FIX LOADER

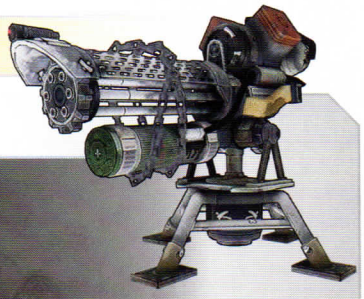


NAME (TVHM)
FIX LOADER

NOTES
Can become GUN or EXP Loaders

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
6	1.5	1	—	—

GUN TURRET



NAME (TVHM)
GUN TURRET

NOTES
Only the best

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
20	1	1	—	—

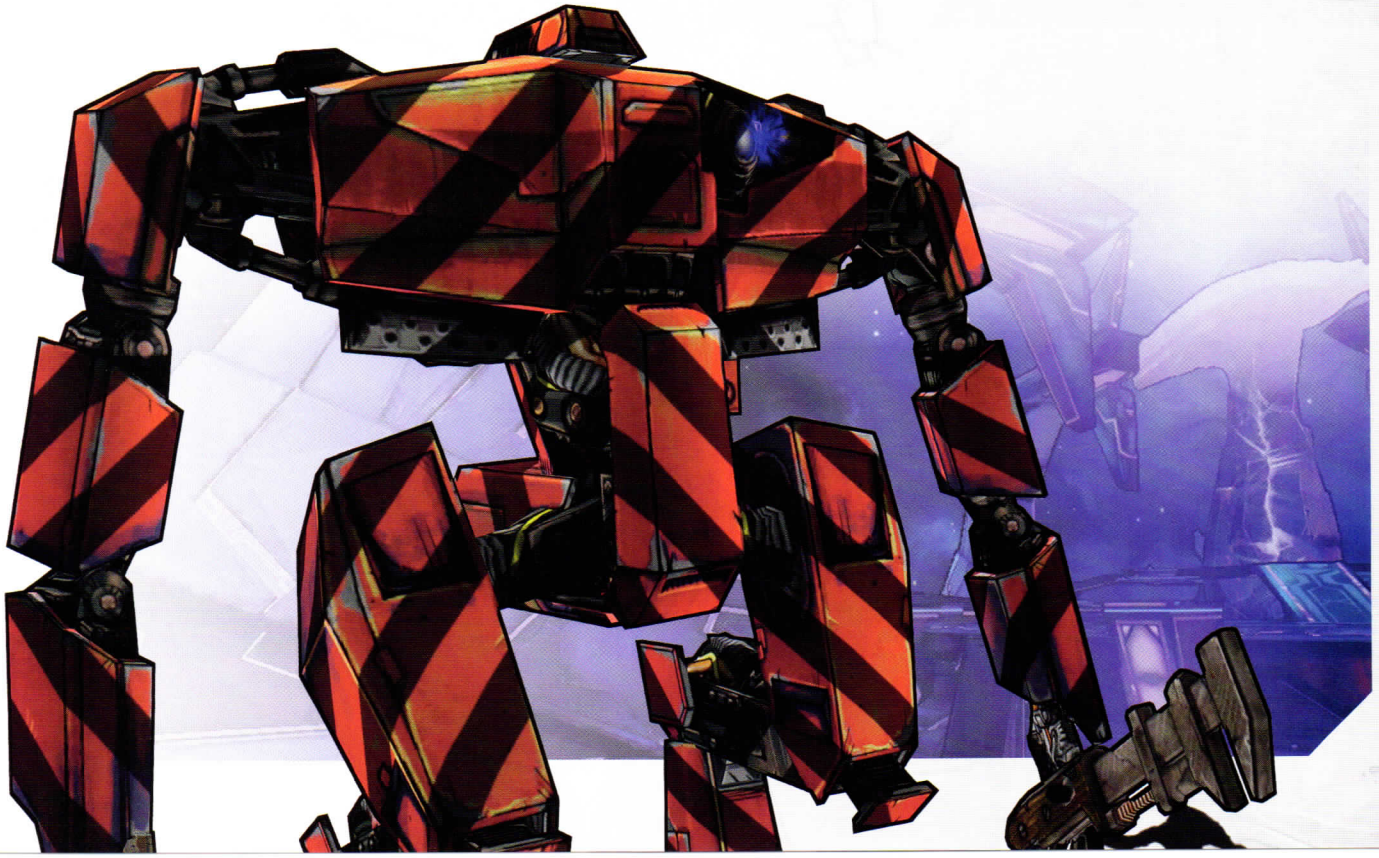
HYPERION TURRET



NAME (TVHM)
HYPERION TURRET

NOTES
Enemy tested, Hyperion approved

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2	1	1	—	—



INFECTED

LOCATIONS:	Veins of Helios
WEAK SPOT:	Visible tumors and their disease-addled heads, after shooting off their helmets
WEAKNESSES:	Kill it with fire!
IDEAL RANGE:	The farther away, the better
SPAWN AREA:	Bodies on the ground

Science happens. Experiments may have been done. To people. By Hyperion. It's not really important. What is important is that some test subjects are loose in the Veins of Helios area. They're not heavily armed, lack shields, and are rather squishy. However, they're totally psychotic and mad for blood and violence. Just thought you should know.

Infected enemies attack very quickly and aggressively. Their damage output is higher than you'd expect given their crude weaponry, so back off when you run into an entire group of them. Let the Workers charge forward so that they can be separated from their allies and killed "safely."

Trade gunfire with any Boil Guards or Infected Hyperion Guards after that, and kill them one by one while you're close to cover.

DISEASED HYPERION BOIL



NAME (TVHM)
INFESTED HYPERION BOIL

NOTES
Rare

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
40	1	1	1	Guns and Gear (Enhanced)

INFECTED HYPERION GUARD



NAME (TVHM)
CONTAMINATED HYPERION GUARD

NOTES
Ranged attacks

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
3	1	1	3	Guns and Gear

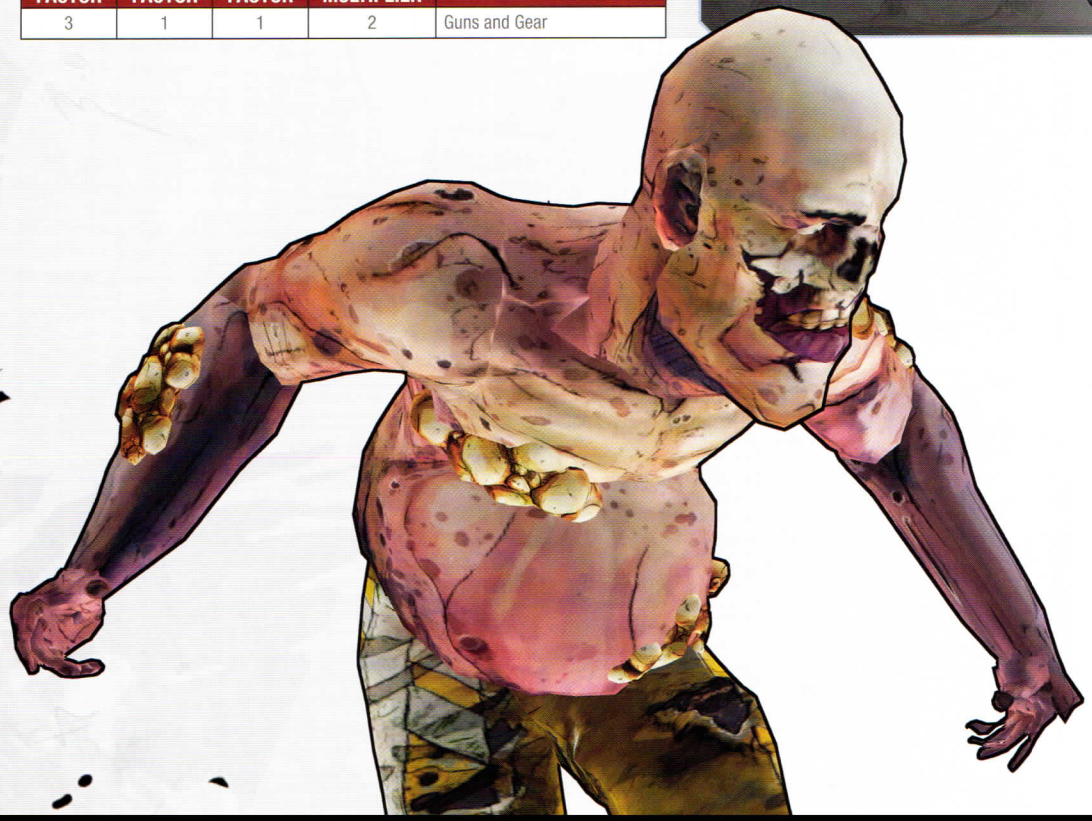
INFECTED HYPERION WORKER



NAME (TVHM)
CONTAMINATED HYPERION WORKER

NOTES
Melee attacks

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
3	1	1	2	Guns and Gear



KRAGGONS

LOCATIONS:	Serenity's Waste, Crisis Scar, Outlands Canyon, Outlands Spur
WEAK SPOT:	Inside their mouths or under their bellies
WEAKNESSES:	Incendiary or Cryo are optimal
IDEAL RANGE:	Best fought at long range
SPAWN AREA:	Red or blue dens, often inside rocky hillside

Kraggons are a species that is similar (and perhaps related) to Scags. They have a craggy appearance and often draw from the natural energies of the areas where they make their dens. Because of this, Kraggons are either fiery in nature or have a cold look to them. Use incendiary weapons on blue Kraggons, and cryo weaponry on red Kraggons.

Being backwards, undeveloped animals, they don't have access to shielding or advanced armor. Their only defense is in their innate hardiness, and that won't stand up well against heavy weapons fire.

When possible, aim for Kraggons' mouths. They open their maws quite often during attacks, and this leaves them vulnerable to critical hits, especially if you're using high-speed weapons, such as SMGs. It's harder to pull this off with precision weapons but may be worth trying.

Fighting retreats are extremely effective against Kraggons. Half of their members can't use ranged attacks, and they'll waste huge amounts of time trying to charge toward your Vault Hunter. Use this time to blast away, killing multiple targets before they can even engage.

BADASS KRAGGON

NAME (TVHM)
FORTIFIED BADASS KRAGGON



NOTES
Spitting, high health, very dangerous; leave weaker Kraggon alive for Second Wind opportunities

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
18	1	6	6	Guns and Gear (Enhanced)

KRAGGON

NAME (TVHM)
REINFORCED KRAGGON



NOTES
Melee Only

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
4	1	3	3	Guns and Gear

KRAGGON AVALANCHE

NAME (TVHM)
CRUSHING KRAGGON AVALANCHE

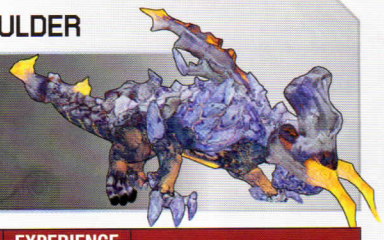


NOTES
Ranged attacks, use incendiary weaponry; summons Kraggon Hailstones when killed

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
4	1	3	3	Guns and Gear (Enhanced)

KRAGGON BOULDER

NAME (TVHM)
GRAVEN KRAGGON BOULDER

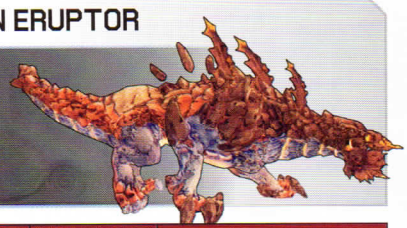


NOTES
Tough

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
10	1	4	5	Guns and Gear

KRAGGON ERUPTOR

NAME (TVHM)
VOLCANIC KRAGGON ERUPTOR



NOTES
When in doubt, freeze them out

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
6	1	2	1	Guns and Gear

KRAGGON HAILSTONE

NAME (TVHM)
ETCHED KRAGGON HAILSTONE



NOTES
Have short-range breath attacks, summon Snowballs when killed, use incendiary damage to burn 'em down; spawned from Kraggon Avalanches

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2	1	1	2	Guns and Gear

KRAGGON IMMOLATOR

NAME (TVHM)
SEARING KRAGGON IMMOLATOR

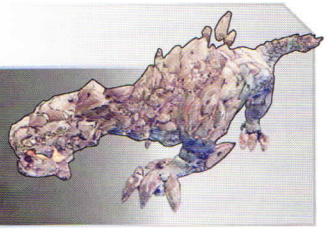


NOTES
Incendiary damage output, use cryo weapons if you have them, summons Pebbles when slain

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
9	1	3	4	Guns and Gear

KRAGGON PEBBLE

NAME (TVHM)
HEWED KRAGGON PEBBLE



NOTES
High speed, don't let them get close to you; spawned from Kraggon Immolators

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
0.65	1	0.8	1	Guns and Gear

KRAGGON SNOWBALL

NAME (TVHM)
PACKED KRAGGON SNOWBALL

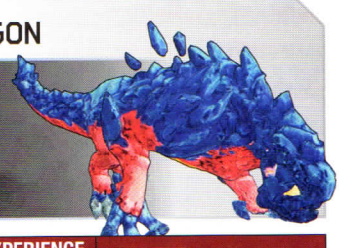


NOTES
Jump attack, very light targets, leave alive for Second Wind opportunities

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
0.65	1	0.8	1	Guns and Gear

PHONIC KRAGGON

NAME (TVHM)
PHUPHER PHONIC KRAGGON

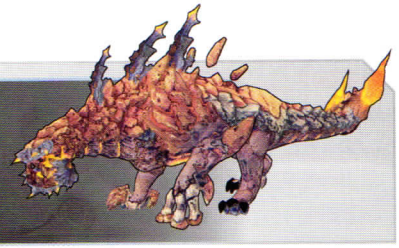


NOTES
Drops cash when damaged and killed

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
10	1	1	3	Guns and Gear

SON OF FLAMEY

NAME (TVHM)
SON OF FLAMEY



NOTES
Optional Mission target in Serenity's Waste

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
12	1	2	3	Guns and Gear (Enhanced)



LOST LEGION

LOCATIONS:	Almost Everywhere
WEAK SPOT:	Pop their heads
WEAKNESSES:	Shock their shields, burn their bodies
IDEAL RANGE:	Cover is more important than getting to an ideal range
SPAWN AREA:	Come out of doors

The Lost Legion is a dangerous group of soldiers that are fanatically loyal to Colonel Zarpedon, a woman of will, grit, and determination. Or you could just call her a massive pain in the rump, which would be just as accurate. Either way, her people are going to come after you every time you try and get anything done. Be ready to fight them off using extreme prejudice, guns, grenades, and harsh language.

As another humanoid set of targets, you get the best results from sending high-velocity objects through Lost Legion heads. It's cliché, sure, but it also works. Whenever you have enough distance to line up a headshot, do so. Even up close, you're better off using high-speed weapons and putting as many rounds into heads as you can.

Lost Legion soldiers have a wide range of abilities. There are stealth operatives (Scouts), snipers, medical officers to heal their wounded buddies, elemental troopers, and so forth. What they lack is heavy armor. They'll have armored aircraft in a few areas, but mostly the Lost Legion relies on shields. Shock weapons are a major thorn in their side, and a group with shock weaponry and incendiary gear can vaporize legion troops without breaking a sweat.

BADASS LOST LEGION MARINE

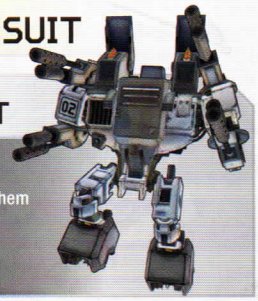


NAME (TVHM)
BADASS LOST LEGION VETERAN

NOTES
Super Tough

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
4	5	1.5	3	Guns and Gear (Enhanced)

LOST LEGION BARRAGE SUIT



NAME (TVHM)
LOST LEGION FUSILLADE SUIT

NOTES
Back Powercell is a weak spot; focus fire to bring them down quickly, otherwise they take forever to kill

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
10	1	2	6	Guns and Gear

LOST LEGION CORROSIVE MARINE



NAME (TVHM)
LOST LEGION TOXICOLOGIST

NOTES
Deals corrosive damage; resistant to corrosive damage

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
3	1	1.5	3	Guns and Gear

LOST LEGION COURIER

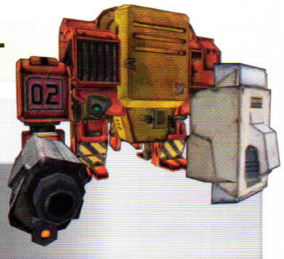


NAME (TVHM)
LOST LEGION COURIER

NOTES
Seen in an optional mission

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1	1	1.5	3	Guns and Gear

LOST LEGION CQC SUIT



NAME (TVHM)
LOST LEGION ASSAULT SUIT

NOTES
Back Powercell is a weak spot; short-range, incendiary attack; Back up to keep them at range during battle for as long as possible

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
10	1	2	5	Guns and Gear

LOST LEGION ENGINEER



NAME (TVHM)
LOST LEGION MACHINIST

NOTES
Deploys various turrets and machines; use grenades; Wormhole Generator

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1	2.5	1.5	3	Guns and Gear

LOST LEGION ETERNAL



NAME (TVHM)

—

NOTES

Don't let them live long; attack aggressively

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
6	1	1.5	3	Guns and Gear

LOST LEGION ETERNAL CHAOTIC



NAME (TVHM)

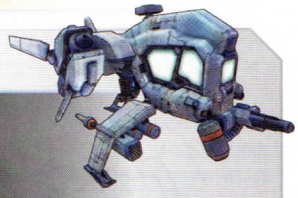
LOST LEGION ETERNAL CHAOTIC

NOTES

Only seen during TVHM

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
6	1	1.5	4	Guns and Gear

LOST LEGION FIGHTER



NAME (TVHM)

LOST LEGION HARPY

NOTES

Flying; front panel on cockpit is a weak spot;
Resistant to cryo damage

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
8	1	2.25	4	Guns and Gear

LOST LEGION FIGHTER CREW



NAME (TVHM)

LOST LEGION FIGHTER CREW

NOTES

Basic infantry; summoned in groups
with Lost Legion Fighters

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1.5	1	1	2	Guns and Gea

LOST LEGION FLAME MARINE



NAME (TVHM)

LOST LEGION PYROTECHNICIAN

NOTES

Deals incendiary damage; resistant to incendiary damage

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
3	1	1.5	3	Guns and Gear

LOST LEGION ICE MARINE



NAME (TVHM)

GLACIAL LOST LEGION MARINE

NOTES

Deals cryo damage; resistant to cryo damage

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
3	1	1.5	3	Guns and Gear

LOST LEGION MARINE



NAME (TVHM)

LOST LEGION VETERAN

NOTES

Basic ranged trooper

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2	1	1.5	3	Guns and Gear

LOST LEGION MEDIC



NAME (TVHM)

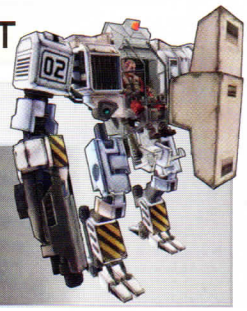
LOST LEGION SAWBONES

NOTES

Has a ranged healing ray

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1.5	1	1.5	3	Guns and Gear

LOST LEGION POWER SUIT

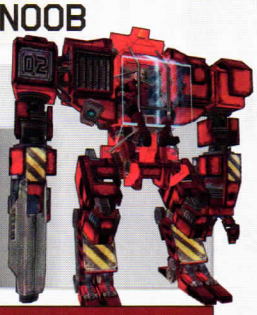


NAME (TVHM)
LOST LEGION RIOT SUIT

NOTES
Cockpit is a weak spot; Shield plating on upper chest, hard to kill; eliminate most lesser troops in area and then kill this target when few enemies remain

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
12	1	2	5	Guns and Gear

LOST LEGION POWERSUIT NOOB



NAME (TVHM)
LOST LEGION POWERSUIT NOOB

NOTES
Cockpit is a weak spot; Seen in an optional mission; go for his weak spots

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
18	100	2	5	Guns and Gear

LOST LEGION SCOUT



NAME (TVHM)
LOST LEGION SHADOW

NOTES
Use stealth suits

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1	2	1.5	3	Guns and Gear

LOST LEGION SERGEANT



NAME (TVHM)
LOST LEGION OFFICER

NOTES
Solid infantry trooper with superior stats

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2.5	2	1.5	4	Guns and Gear

LOST LEGION SNIPER

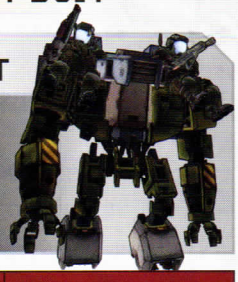


NAME (TVHM)
LOST LEGION SHARPSHOOTER

NOTES
Long range, use laser sights

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1	1	1.5	4	Guns and Gear

LOST LEGION TRANSPORT SUIT

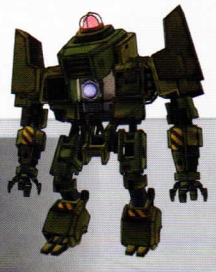


NAME (TVHM)
LOST LEGION TRANSPORT SUIT

NOTES
Use shocks and corrosive weaponry

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
5	1	2	5	Guns and Gear

SECURITY BOT



NAME (TVHM)
SECURITY BOT

NOTES
Factory robots, seen in a specific large battle

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
14	1	1	5	Guns and Gear

OUTLAWS

LOCATIONS:	Crisis Scar, Outlands Canyon, Pity's Fall, Lunar Launching Station
WEAK SPOT:	Front and side faceplate on the helmet
WEAKNESSES:	Bring corrosive weaponry to kill the armored ones
IDEAL RANGE:	Long range helps to counter their flying advantage
SPAWN AREA:	Bases

Outlaws are armored Scavs that have rocket packs for jumping/flying and plenty of defense. Precision long-range weaponry works well against them. If you get enough head shots, it makes a huge difference in these fights. Outlaws move around in the air, so close-range battles are a pain; they'll fly or jump over you and make it hard to target them. That's why sniper rifles are excellent choices against Outlaws.

When going for critical hits, note that Outlaws don't have as large a target. Their armor covers a huge portion of the area around their heads, so you need to fire at the weaker glass in front of or beside their faces. You can't snipe from any old angle and hope for major damage. Because of this, you don't get a big advantage by fighting Outlaws from behind. It's better to be somewhere in front of them so that critical hits are easier to line up.

Outlaws have higher damage output than most of the enemies that appear in their areas. Focus on them first and worry about the riff-raff later. You might need the lighter targets for Second Wind, if anything goes wrong.

ARMORED OUTLAW

NAME (TVHM)
ADVANCED ARMORED OUTLAW

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
6	1	2	2	Guns and Gear

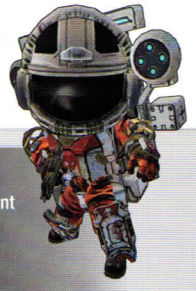


NOTES
Armored target, use corrosive weapons

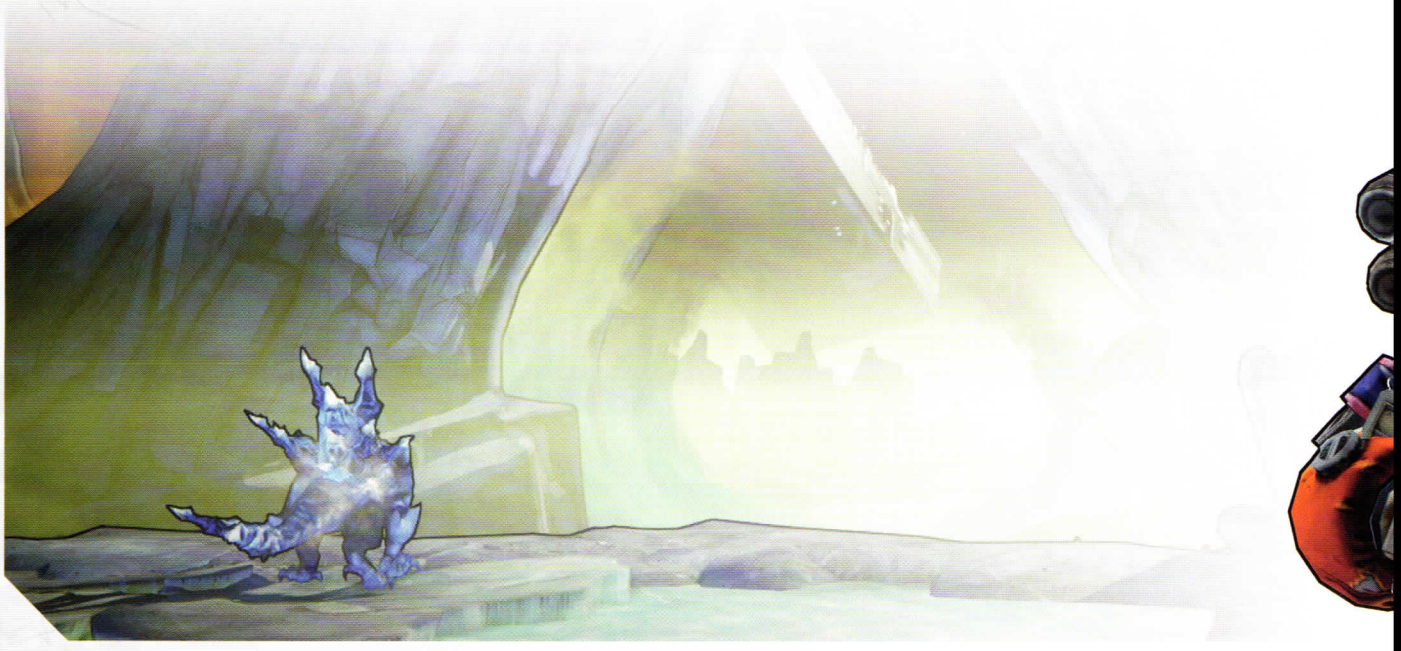
BADASS LIL' OUTLAW

NAME (TVHM)
SUPER BADASS LIL' OUTLAW

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
6	1	3	6	Guns and Gear (Enhanced)



NOTES
Precision headshots are key; fight from their front



BADASS OUTLAW



NAME (TVHM)
SUPER BADASS OUTLAW

NOTES
Mobile, Extremely Tough

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
18	3	1	6	Guns and Gear (Enhanced)

LIL' LOADED OUTLAW

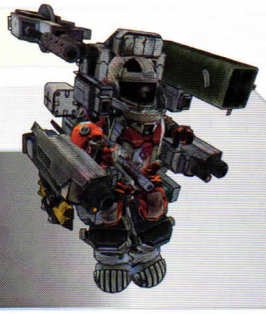


NAME (TVHM)
LIL' OUTLAW GUNRACK

NOTES
Their fuel tanks are vulnerable

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
3	1	2	2	Guns and Gear

LIL' OUTLAW



NAME (TVHM)
LIL' OUTLAW

NOTES
Rocket attacks, rocket jump

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1.75	1	1	2	Guns and Gear

LOADED OUTLAW



NAME (TVHM)
GUNRACK OUTLAW

NOTES
Their fuel tanks are vulnerable; plan for a long fight and use range and forward head-sniping to get an advantage

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
10	4	2	2	Guns and Gear

OUTLAW



NAME (TVHM)
ROBBER

NOTES
Laser and rocket weaponry, jumps around to make your life difficult

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
3	1	4	2	Guns and Gear



RATHYDS

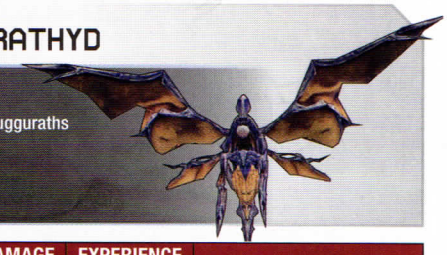
LOCATIONS:	Triton Flats
WEAK SPOT:	Heads (Though anything between their rump and their nose will do)
WEAKNESSES:	Don't use butter, but everything else is good enough (Or you could use incendiary)
IDEAL RANGE:	Short-range weapons are easier to hit them with
SPAWN AREA:	Near Shugguraths

Rathyds are weak, flying creatures that flock around Shugguraths (likely to feed on the leftovers from Shugguraths' kills). Though low on health and poorly defended, these fliers are hard to hit and are a major nuisance when you're already engaged with more dangerous enemies, such as Scavs in moon buggies or the aforementioned Shugguraths.

If you take cover, Rathyds often follow you quickly and can be killed without their heavy buddies getting in the way. Do this if you're worried about the fight and then snipe at the larger opponents once you're in the clear. Otherwise, go for maximum damage against the big targets first and use the Rathyds as Second Wind fodder when you go down. It's a decent plan if you're daring and don't mind a bit of risk.

BADASS RATHYD

NAME (TVHM)
SUPER BADASS RATHYD

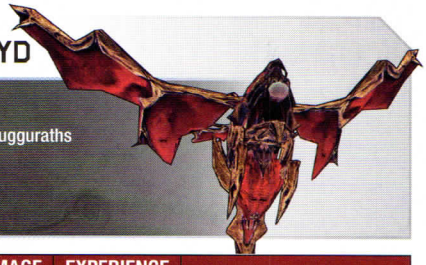


NOTES
Doesn't need no stinkin' Shugguraths

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
18	1	1	5	Guns and Gear (Enhanced)

BRUTAL RATHYD

NAME (TVHM)
MERCILESS RATHYD



NOTES
Not common spawns from Shugguraths

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2	1	3	1	Health, Cash, Ammo

FREEZING RATHYD

NAME (TVHM)
SLEETING RATHYD



NOTES
Spawned by Ice Shugguraths

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
0.8	1	1	1	Health, Cash, Ammo

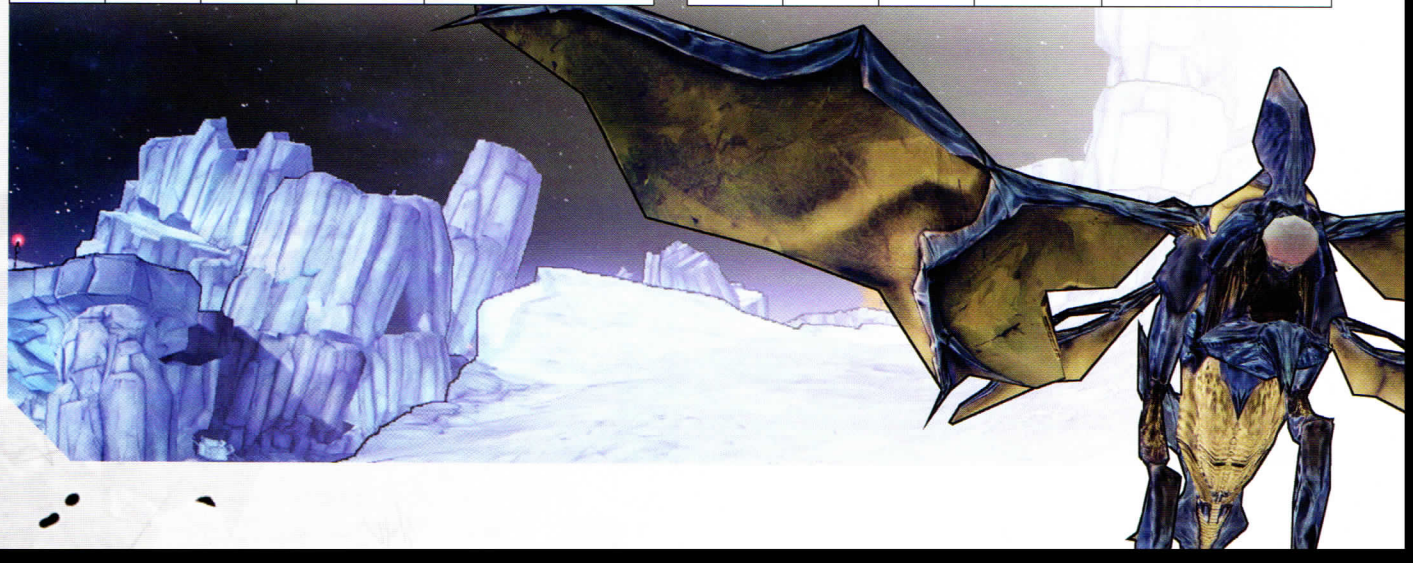
FROZEN RATHYD

NAME (TVHM)
GRAUPEL RATHYD



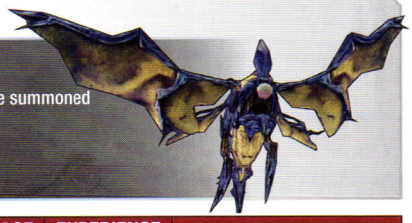
NOTES
Weak to incendiaries

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
0.8	1	1	1	Health, Cash, Ammo



RATHYD

NAME (TVHM)
ALPHA RATHYD

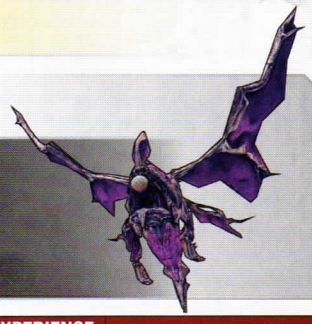


NOTES
Doesn't need to stick with or be summoned by Shugguraths

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
3	1	1	2	Health, Cash, Ammo

RATHYD THRALL

NAME (TVHM)
RATHYD DRUDGE



NOTES
Spawned by Spectral Shugguraths

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
0.8	1	1	1	Health, Cash, Ammo

SMOLDERING RATHYD

NAME (TVHM)
SMOLDERING RATHYD

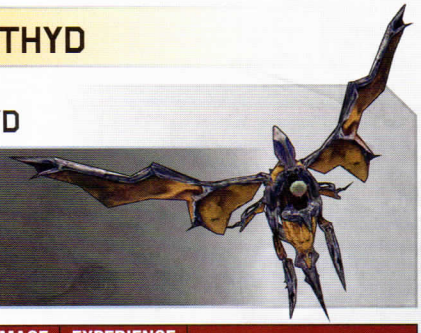


NOTES
Spawned by Badass Shugguraths

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2	1	1	1	Health, Cash, Ammo

STINGING RATHYD

NAME (TVHM)
STINGING RATHYD



NOTES
Spawned by Shugguraths

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
0.8	1	1	1	Health, Cash, Ammo

STORM RATHYD

NAME (TVHM)
SQUALL RATHYD

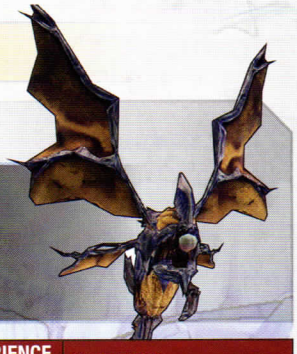


NOTES
Spawned by Energized Shugguraths, can become overcharged over time and deal greater damage; resistant to shock damage

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
0.8	1	1	1	Health, Cash, Ammo

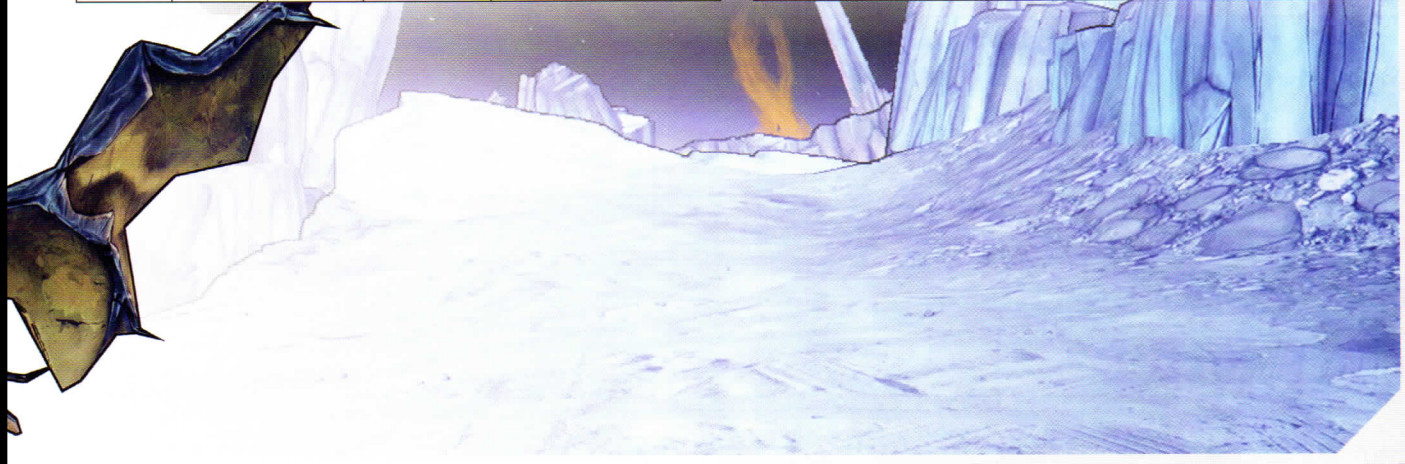
TOXIC RATHYD

NAME (TVHM)
VIRULENT RATHYD



NOTES
Flying, Spawned by Toxic Shugguraths; resistant to corrosive damage

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
0.8	1	1	1	Health, Cash, Ammo



SCAVS AND OTHER SCUM!

LOCATIONS:	Elpis is infested with various Scavs
WEAK SPOT:	Right between the eyes
WEAKNESSES:	Shock for shields, incendiary for skin
IDEAL RANGE:	Whatever is ideal for your current weapon
SPAWN AREA:	Open doors, areas too numerous to mention

Elpis has a Scav problem. Scavs are found in a huge range of locations. Get used to shooting them in the face for maximum fun and profit.

Headshots, as usual, are effective against humanoid targets. Scavs don't have particularly impressive brains, but they still have trouble breathing when you ventilate their skulls. Do this at range or up close, depending on your character's preferred method of fighting. Most Scavs have their own ranged weapons, so you can't get too much of an edge by sniping them. Pop a few heads to start a fight, but close to engage if your own weaponry or playstyle would benefit from those tactics.

While engaged, watch out for doors around the Scavs' compound. Open doors are often a place for Scav reinforcements to enter the area. They'll usually come in waves, and it's nice to spot them before they engage. They won't shoot back until they get their bearings, and a critical hit might take them out before they even draw their weapons.

Don't play fair against any type of Scavs. You wouldn't want Jack to think that you're going soft on them. He kind of has a thing about them.

BADASS LIL' LUNATIC



NAME (TVHM)
UNLEASHED BADASS LIL' LUNATIC

NOTES
Squish them as soon as you can; their jetpacks are a weak spot

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
6	1	3	6	Guns and Gear (Enhanced)

BADASS LIL' MADMAN



NAME (TVHM)
BADASS LIL' MADMAN

NOTES
He'll bite your bloody legs off; their jetpacks are a weak spot

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
6	1	3	6	Guns and Gear (Enhanced)

BADASS LIL' SCAV



NAME (TVHM)
SUPER BADASS LIL' SCAV

NOTES
They're even meaner than the big ones; make them a priority target if you ever see them

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
6	1	3	6	Guns and Gear (Enhanced)

BADASS LUNATIC



NAME (TVHM)
UNLEASHED BADASS LUNATIC

NOTES
Run and gun to beat them, stay at long range

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
12	1	3	6	Guns and Gear (Enhanced)

BADASS SCAV



NAME (TVHM)
SUPER BADASS SCAV

NOTES
Long range and headshots are your friends

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
6	1	2	6	Guns and Gear (Enhanced)

BLOW FLY



NAME (TVHM)
PHORID FLY

NOTES
Summoned by Swagman in groups of three

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
10	1	1	2	Health, Cash, and Amm

DARKSIDER



NAME (TVHM)
TOUGHENED DARKSIDER

NOTES
Easy to kill with headshots

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2	1	1	2	Guns and Gear

FAIR DINKUM



NAME (TVHM)
FAIR DINKUM

NOTES
Unique Darksider target; appears in Triton Flats during "New Direction"

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
14	1	3	6	Guns and Gear (Enhanced)

LIL' DARKSIDER



NAME (TVHM)
LIL' DARKSIDER

NOTES
Pests

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1.75	1	1	2	Guns and Gear

LIL' LUNATIC



NAME (TVHM)
WHIPPERSNAPPER

NOTES
Easy peesy

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1.75	1	1	2	Guns and Gear

LIL' MADMAN



NAME (TVHM)
LIL' MADMAN

NOTES
Close-range attacks, very aggressive; their jetpacks are a weak spot

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1.75	1	1	2	Guns and Gear

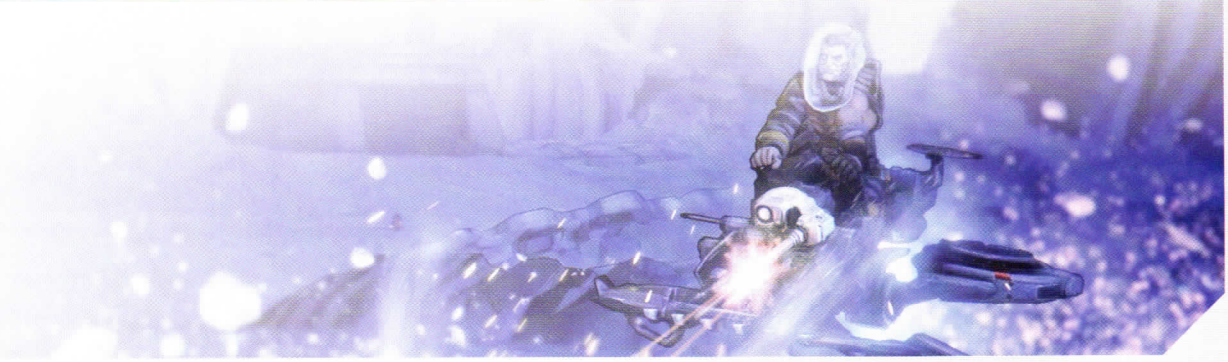
LIL' SCAV



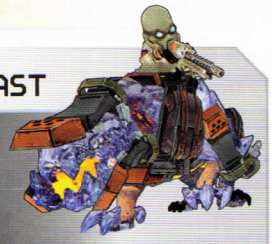
NAME (TVHM)
LIL' SCAV

NOTES
Where'd the first half of him go?

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1.75	0	1	2	Guns and Gear



LIL' SCAVENGER BEAST



NAME (TVHM)
LIL' GOADED SCAVENGER BEAST

NOTES
Easier to cut down to size

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
5	1	1.5	2	Guns and Gear

LOOTER



NAME (TVHM)
RISKY LOOTER

NOTES
Drops extra loot when attacked

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
10	15	1	2	Guns and Gear (Enhanced)

LUNATIC



NAME (TVHM)
MOONSTRUCK LUNATIC

NOTES
They love close range; stay back for safer fighting

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2	1	1	2	Guns and Gear

MADMAN



NAME (TVHM)
MADMAN

NOTES
Darksider Psycho; closes to melee or short-range; their jetpacks are a weak spot

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2	1	1	2	Guns and Gear

MAGMA RIVERS



NAME (TVHM)
MAGMA RIVERS

NOTES
Unique Target; appears in Triton Flats during "New Direction"

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
6	1	3	1	Guns and Gear (Enhanced)

MASTER POACHER



NAME (TVHM)
MASTER POACHER

NOTES
Unique Target; Appears in Vorago Solitude during the optional mission "Guardian Hunter"

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1	0	1	1	—



OUTLAW RIDER



NAME (TVHM)
OUTLAW BEASTMASTER

NOTES
Very lethal

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
3	1	4	2	Guns and Gear

RAIDER



NAME (TVHM)
WANTON RAIDER

NOTES
Boom. Headshot.

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
4	1	1	3	Guns and Gear

SCAV



NAME (TVHM)
TOUGHENED SCAV

NOTES
They're good for holding your bullets

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1.5	1	1	2	Guns and Gear

SCAV BEAST RIDER



NAME (TVHM)
SCAV BEAST RIDER

NOTES
Created by Kraggon Elemental Riders

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
6	1	2	2	Guns and Gear

SCAV FIGHTER CREW



NAME (TVHM)
SCAV FLYBOY

NOTES
Nothing you can't handle

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1.5	1	1	2	Guns and Gear

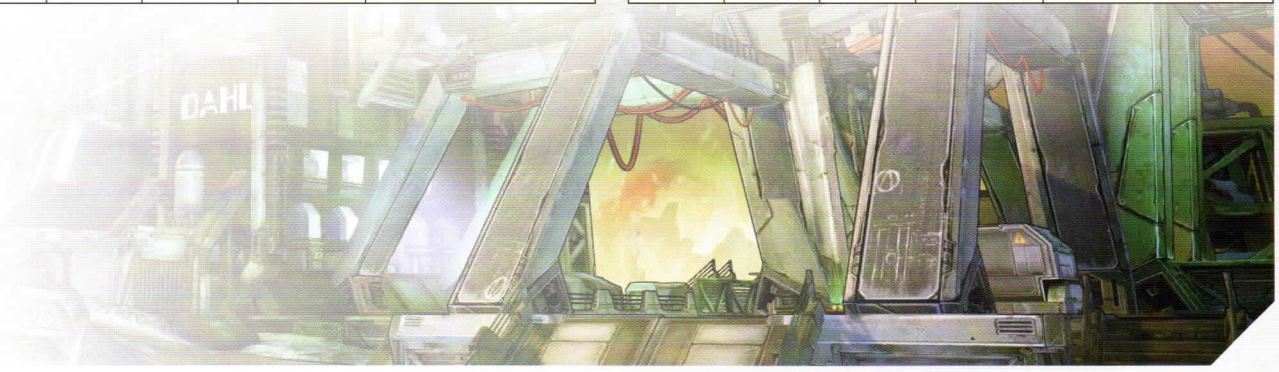
SCAVENGER



NAME (TVHM)
SCAVENGER

NOTES
Punks

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2.5	1	1.5	1	Guns and Gear



SCAVENGER BEAST

NAME (TVHM)
GOADED SCAVENGER BEAST



NOTES
Kill it a lot

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
10	1	2.25	2	Guns and Gear

STOLEN DAHL JETFIGHTER

NAME (TVHM)
STOLEN DAHL JETFIGHTER

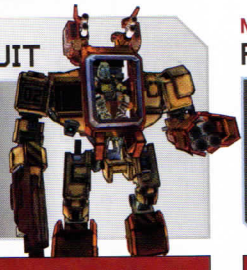


NOTES
Their cockpits are vulnerable;
Corrosive weapons bring them out of the sky faster

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
8	1	2.25	4	Guns and Gear

STOLEN POWERSUIT

NAME (TVHM)
STOLEN EXPERIMENTAL POWERSUIT



NOTES
Corrosive weaponry eats through them;
these enemies summon additional riders
to make the fight even nastier

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
10	1	2	5	Guns and Gear

SUICIDAL LUNATIC

NAME (TVHM)
ROCKET ENTHUSIAST



NOTES
Don't let them get too close

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2	1	1	2	Guns and Gear

SWAGMAN

NAME (TVHM)
OUTCAST



NOTES
Wandering Unique Target, Summons Blow Flies;
appears in Outlands Canyon

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
12	12	1	5	Guns and Gear (Enhanced)

WALLY WRONG

NAME (TVHM)
WALLY WRONG



NOTES
Unique Darksider target; appears in Triton Flats
during "New Direction"

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
6	1	2	6	Guns and Gear (Enhanced)



SHUGGURATHS

LOCATIONS:	Triton Flats
WEAK SPOT:	Go for the eyes!
WEAKNESSES:	Incendiary
IDEAL RANGE:	Long range is safer
SPAWN AREA:	Glowing blue dens in the mountains

Shugguraths aren't found in many locations. They're residents of Triton Flats and are most often seen floating above the rocky hills where they make their dens. While Shugguraths are somewhat solitary, they can sometimes be seen close enough to each other that when one attacks its prey others will come calling as well. They have long-range attacks and frequently possess an elemental power (cryo or shock). Be very careful about fighting them if you rely on your shield capacity for protection; Shugguraths usually eat through shields quite easily.

Sniping weapons work well against Shugguraths. It's easy to hit their weak points because Shugguraths are slow fliers, and their counterattacks won't have as much accuracy. Also, it's harder for other Shugguraths to add to the fight without being noticed; if you go over to their den and attack, additional Shugguraths might come out above or behind you, and that's not a good thing.

When shooting for a Shuggurath's weak point, remember to target the large eye discs in the middle of their bodies. Shugguraths don't have eyes on top of their heads like most proper beings do. Also, their eyes sometimes pop after taking too much damage. If this happens, switch to another eye. Damaged Shuggurath eyes don't take bonus critical damage.

BADASS SHUGGURATH



NAME (TVHM)
SHUGGURATH OVERLORD

NOTES
Flying, brutal area of effect damage output, summons Rathyds

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
18	1	3	3	Guns and Gear (Enhanced)

ENERGIZED SHUGGURATH

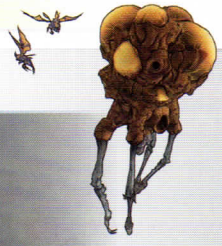


NAME (TVHM)
CAPACITOR SHUGGURATH

NOTES
Flying; Deals shock damage and is resistant to shock damage, summons Raythyds

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
18	1	3	3	Guns and Gear

SHUGGURATH

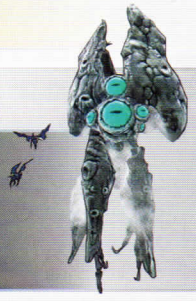


NAME (TVHM)
GIBBERING SHUGGURATH

NOTES
Summons Rathyds

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
18	1	3	3	Guns and Gear

SHUGGURATH OF ICE



NAME (TVHM)
GLACIAL SHUGGURATH OF ICE

NOTES
Flying, use incendiary weaponry against them, summons Rathyds

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
18	1	3	3	Guns and Gear

SPECTRAL SHUGGURATH



NAME (TVHM)
TORTUROUS SPECTRAL SHUGGURATH

NOTES
Flying; can turn invisible, making them invulnerable to damage

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
18	1	3	3	Guns and Gear

TOXIC SHUGGURATH



NAME (TVHM)
VIRULENT SHUGGURATH

NOTES
Flying, Deals corrosive damage and is resistant to corrosive damage, Summons Rathyds

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
18	1	3	3	Guns and Gear

STALKERS

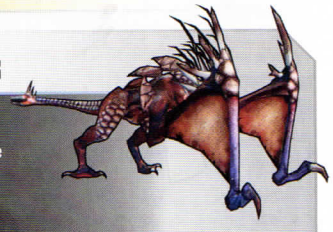
LOCATIONS:	Research and Development
WEAK SPOT:	Front of their faces, if you can hit them
WEAKNESSES:	Shock and burn
IDEAL RANGE:	Long range offers a decent advantage
SPAWN AREA:	Large, organic spires

Stalkers are another non-native species on Elpis. They're normally found on Pandora, but a few of these hunters have been relocated to research areas on the moon. They're wonderful predators, possessing ranged attacks, natural stealth, and their own form of shielding. What don't they have? Juice makers, real estate investments, a 401k, and plenty of other things. That's why you shouldn't respect them; they're not long-term planners.

If you find Stalkers, back up and get to an area where you can see them coming. The stealth fields that Stalkers create are fairly effective, but watching them wink in and out of existence still gives you a good clue as to where they are and where they're going. Use the time in between stealth to wound or kill Stalkers with your long-range weapons. Once the enemies get close, switch to something for close quarters. Shotguns are very nice because you won't need to spend as much time aiming.

Use standard tactics to strip shields and then burn down health to kill Stalkers easily.

BADASS STALKER



NAME (TVHM)
SUPER BADASS STALKER

NOTES
All the same stealth but with more damage and survivability

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
4	4	2	5	Guns and Gear (Enhanced)

CHUBBY STALKER

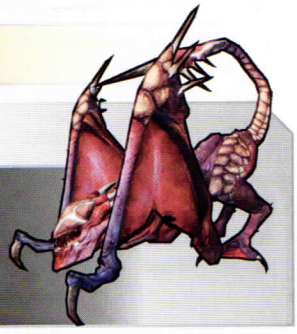


NAME (TVHM)
CHUBBY STALKER

NOTES
It's hungry, and you look like dinner; rare

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
7	7	4	5	Guns and Gear (Enhanced), Skin

NEEDLE STALKER



NAME (TVHM)
NEEDLE STALKER

NOTES
Uncommon Stalkers

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1.5	1.5	1	2	Guns and Gear, Skin

POISON STALKER



NAME (TVHM)
POISON STALKER

NOTES
Unique to True Vault Hunter Mode, spit corrosive puddles on the ground.

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2.5	2	1.25	0	Guns and Gear

RABID STALKER



NAME (TVHM)
RABID STALKER

NOTES
Uncommon Stalkers

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
5	5	1	2	Guns and Gear, Skin

SPRING STALKER

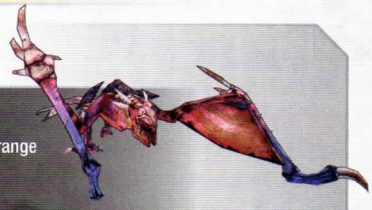


NAME (TVHM)
SPRING STALKER

NOTES
Uncommon Stalkers

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1	1	2	2	Guns and Gear, Skin

STALKER



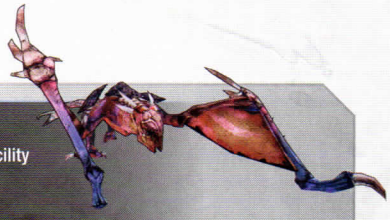
NAME (TVHM)
AMBUSH STALKER

NOTES
Can blink around, tries to get to short range

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1.5	1.5	1	2	Guns and Gear

X-STLK-23

NAME (TVHM)
X-STLK-23



NOTES
Unique Target; appears in the R&D facility during "Science and Violence"

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
10	16	2	5	Guns and Gear, Skin



TURRETS AND VEHICLES

LOCATIONS:	Triton Flats, Pity's Fall, Veins of Helios
WEAK SPOT:	Nothing vulnerable
WEAKNESSES:	Shock for shields and corrosive for armor
IDEAL RANGE:	Whatever suits your elemental weaponry
SPAWN AREA:	Fixed emplacements and patrol areas

Turrets, SAMs, and vehicles are all periodic threats on Elpis and Helios Station. These targets have heavy firepower and should be treated with respect. Once you spot them, take cover and see whether the enemy has shields. If they do, switch to shock weaponry to bring those down, and then use corrosive weapons to finish the job against their armor.

Even if you don't have those weapons, it's important to rely on cover. Out on the open field, turrets and vehicles deal enough damage to be a huge threat. Crouch when you come out of cover, take a few shots at range, and whittle these enemies down unless you substantially outlevel them or have high-quality gear.

DAHL LASER



NAME (TVHM)
DAHL LASER

NOTES
Long-range attacks; use corrosive weaponry against them

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
5	2.5	1	5	No Guns or Gear

DAHL SAM



NAME (TVHM)
DAHL SAM

NOTES
Long-range attacks; use corrosive weaponry

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
3	3	1	5	No Guns or Gear

SCAV LASER TURRET

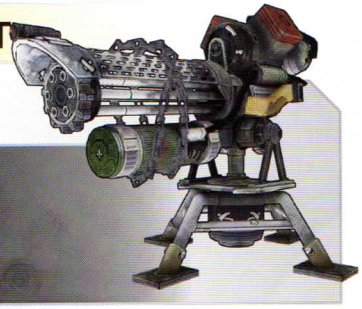


NAME (TVHM)
SCAV LASER TURRET

NOTES
Who let them get their hands on this?

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
3	1	1	2	Guns and Gear

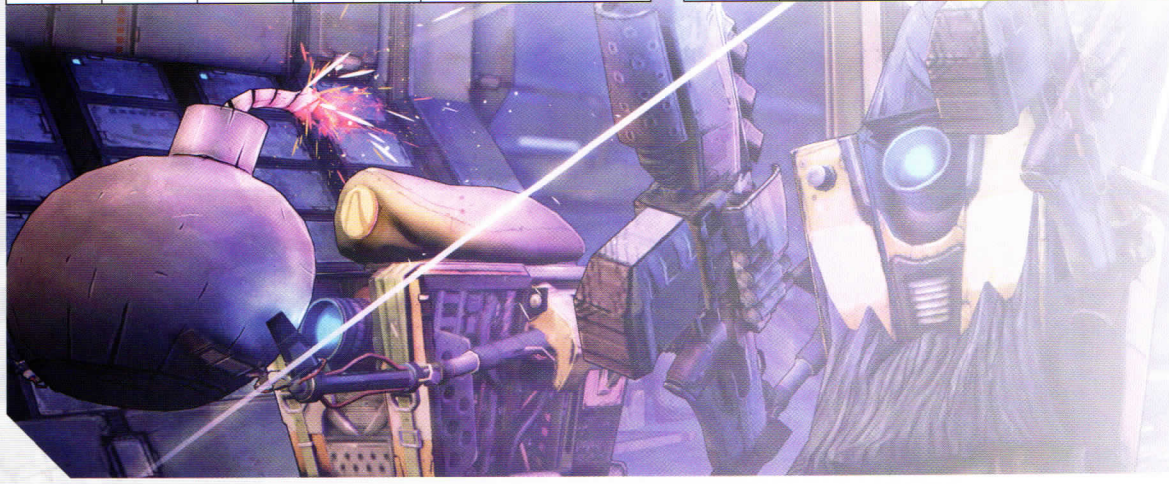
SCAV SAM TURRET



NAME (TVHM)
SCAV SAM TURRET

NOTES
No fly zone; no walk zone too

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
3	1	1	2	Guns and Gear



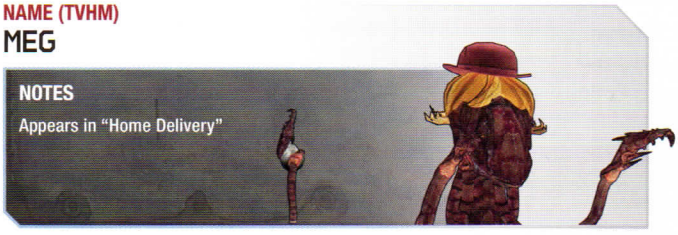
THRESHER

LOCATIONS:	Outlands Canyon
WEAK SPOT:	Sensory organs on their tentacles (yellow in tone)
WEAKNESSES:	Incendiary
IDEAL RANGE:	Long range is safe, short range is faster for getting critical hits and kills
SPAWN AREA:	A specific cavern on the northern side of Outlands Canyon

Threshers are extremely rare on Elpis. These burrowing monsters live beneath light soil and rock. Unless you're in the right mission, you might never find these creatures at all. When you do, bring good elemental weaponry to fight them. Incendiary and cryo weapons are both useful, and you get to see some nifty sights while wrangling these dangerous beasts. Their weak points can be hard to target, but at least there are several of them on each creature. Look for the yellow patches on the Thresher's tentacles and main body. All of those are weak to damage, making it somewhat easier to kill them. Fast weaponry is more effective at this than precision gear because Threshers move around so much.

MEG

NAME (TVHM)
MEG

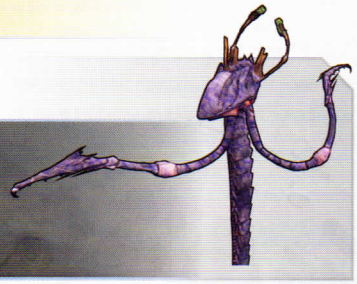


NOTES
Appears in "Home Delivery"

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
40	1	2	7	Guns and Gear (Enhanced)

THRESHER

NAME (TVHM)
RED ROCK THRESHER



NOTES
Appears in "Home Delivery"

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
12	1	1.5	5	Skin

TADPOLE THRESHER

NAME (TVHM)
LEECH THRESHER



NOTES
Appears in "Home Delivery"

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1.5	1	1	4	Skin

WORMHOLE THRESHER

NAME (TVHM)
WORMHOLE THRESHER



NOTES
Appears in "Home Delivery"

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
8	1	2	5	Skin



TORKS

LOCATIONS:	Triton Flats, Outlands Canyon, Research and Development
WEAK SPOT:	Tails and Underbellies (Greenish-Yellow in tone)
WEAKNESSES:	Incendiary
IDEAL RANGE:	The farther, the better
SPAWN AREA:	Large, organic hives

Torks are usually small creatures that live on Elpis (though a few of their kind can grow to alarming size). Aggressive to a fault, these beasties swarm their victims and overwhelm them with numbers and ferocity.

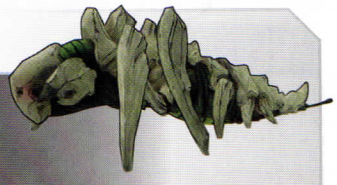
Fast-firing and area-of-effect weaponry works well against these monsters because you can cover a wider area with damage and have a better chance of taking out their fast-moving members. Switch to higher-damage weapons when it's time to face off against their queens and other large Torks. When you do, try to aim for their exposed underbellies. It's hard to score critical hits against the smaller ones because they scuttle on the ground and have high speed. Larger Torks are slower and stand upright, so their bellies are almost always easy to hit.

Note that the placement of these weak areas changes between the larger Torks. Queens have that huge underbelly, while regular Torks have a weak spot just behind their heads. Aim for the bright-colored areas and not the drab carapace that covers most of their bodies. The smaller, summoned Torks don't even have these spots, but they're so low on health that it won't matter.

Some Torks have corrosive attacks, so watch out if you are low on health and are still taking damage over time from corrosion. Don't kill the last member of a Tork swarm while you're in this state because you might drop afterward and not have anything to kill for a Second Wind. Try to keep a weaker Tork alive during all of these fights until you know that you're out of danger.

TORK

NAME (TVHM)
SINEWY TORK

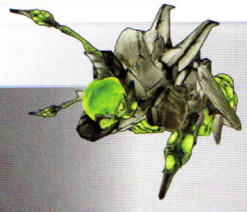


NOTES
Jump attack, melee monster

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2	1	1	2	Guns and Gear

TORK ABYSM

NAME (TVHM)
TORK HARBINGER

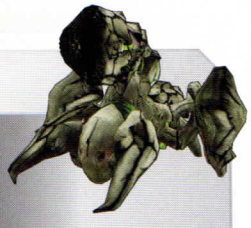


NOTES
Badass Tork

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
13	1	3	5	Guns and Gear

TORK BASILISK

NAME (TVHM)
TORK BEHEMOTH



NOTES
Always a primary target when they appear; massive damage potential

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
13	1	8	5	Guns and Gear

TORK DREDGER

NAME (TVHM)
TORK SAPPER



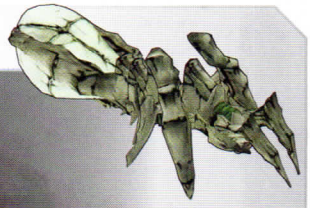
NOTES
Badass, High Damage

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
6	1	3	4	Guns and Gear (Enhanced)



TORK INFESTRAL

NAME (TVHM)
TORK PESTILENT



NOTES
Soaks heavy damage

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
10	1	5	2	Guns and Gear

TORK QUEEN

NAME (TVHM)
TORK EMPRESS

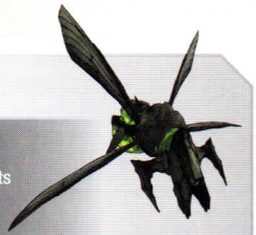


NOTES
Large critical hit zones (the Underbelly is the easiest to hit)

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
16	1	5	6	Guns and Gear

TORK REAVER

NAME (TVHM)
TORK GARGOUL

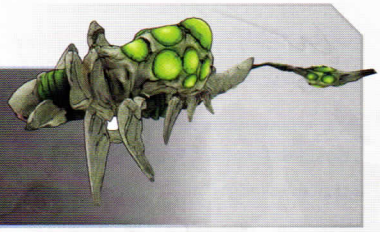


NOTES
Leave alive as Second Wind fodder until late in fights

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
1	1	1	2	Guns and Gear

TORK SPITTER

NAME (TVHM)
TORK PURGER



NOTES
Soft target

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
2	1	1	2	Guns and Gear

TORK SWARMLING

NAME (TVHM)
TORK ROUTLING



NOTES
Soft target, summoned by Tork Queens

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
0.5	1	1	2	Guns and Gear

VOLATILE TORK SWARMLING

NAME (TVHM)
UNSTABLE TORK ROUTLING



NOTES
Deal corrosive damage; keep them away from your character; back away while firing at them (they don't have much health)

HEALTH FACTOR	SHIELD FACTOR	DAMAGE FACTOR	EXPERIENCE MULTIPLIER	LOOT POOL
0.5	1	1	2	Guns and Gear

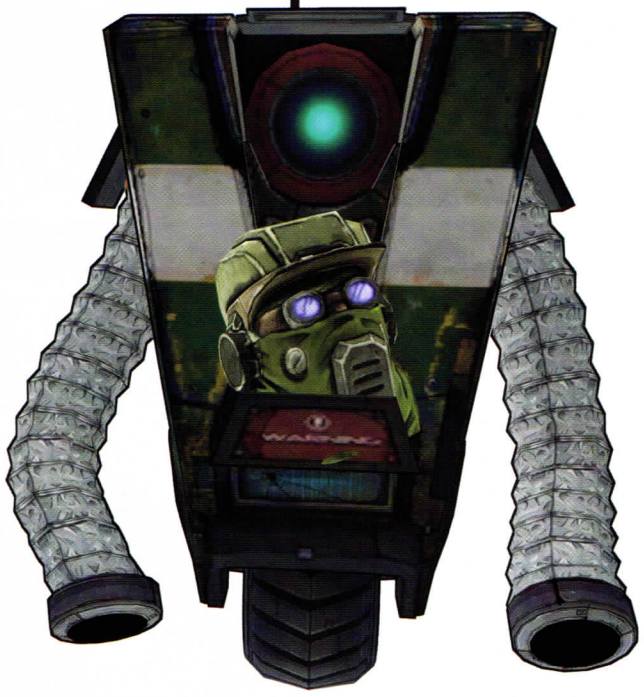


HAVING IT ALL
(AND MAKING EVERYONE ELSE FEEL LIKE A CHUMP)

Exploring, killing your enemies, getting loot: These things don't get old. But, you can have even more fun if you set extra goals for yourself. Achieve, be all that you can be, whatever floats your boat.

Borderlands rewards you for going above and beyond while you're playing the game. Challenges give you Badass Ranks for completing these special goals. The more ranks you get, the more Badass Tokens you eventually unlock. Those let you improve your stats, as we talked about back in our gameplay chapter.

Now it's time to let you know how to beat all of these crazy Challenges! Afterward, we'll show you all of the Achievements and Trophies in this game. It should go without saying that there are spoilers in this chapter, though we'll do our very best to keep them as minimal as possible. To make things even cleaner, we've divided the Challenges between global ones (without any spoilers) and the area-specific Challenges (the ones that sometimes mention bosses and such).



GLOBAL CHALLENGES

Low Gravity

BOOSTED

Perform air boosts.

LEVEL	GOAL	BADASS RANKS
1	50	1
2	250	5
3	1,000	10
4	2,500	25
5	5,000	50

DEATH FROM ABOVE

Kill enemies while in the air.

LEVEL	GOAL	BADASS RANKS
1	50	1
2	250	5
3	1,000	10
4	2,500	25
5	5,000	50 + Customization

DRAGON PUNCH

Deal melee damage while in the air.

LEVEL	GOAL	BADASS RANKS
1	5,000	1
2	10,000	5
3	25,000	10
4	75,000	25
5	200,000	50

EAGLE EYE

Get critical hits while in the air.

LEVEL	GOAL	BADASS RANKS
1	50	1
2	250	5
3	500	10
4	1,500	25
5	3,000	50

ROGER SLAMJET

Deal damage with slam attacks.

LEVEL	GOAL	BADASS RANKS
1	2,000	1
2	10,000	5
3	50,000	10
4	100,000	25
5	250,000	50

SLAMPAGE!

Kill enemies with slam attacks.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	10	5
3	50	10
4	100	25
5	200	50

Grinder

GREATER THAN THE SUM OF ITS PARTS

Obtain Luneshine weapons from the Grinder.

LEVEL	GOAL	BADASS RANKS
1	20	1
2	50	5
3	75	10
4	125	25
5	200	50

MASTER CHEF

Discover Grinder recipes.

LEVEL	GOAL	BADASS RANKS
1	2	1
2	5	5
3	10	10 + Customization
4	20	25
5	34	50

THE DAILY GRIND

Perform standard grinds.

LEVEL	GOAL	BADASS RANKS
1	50	1
2	250	5
3	750	10
4	1,500	25
5	2,500	50

THIS TIME FOR SURE

Perform Moonstone grinds.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	150	10
4	300	25
5	750	50

AIM FOR THE LITTLE ONES

Kill Opha's spawned Putti.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	45	10
4	75	25
5	100	50

BIG GAME HUNT

Kill Kraggons.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	50	5
3	150	10
4	300	25
5	750	50

CRASH & BURN

Destroy Lost Legion Jet Fighters.

LEVEL	GOAL	BADASS RANKS
1	1	1
2	3	5
3	5	10 + Customization
4	10	25
5	20	50

DIE, MOON JERKS

Kill Scavs.

LEVEL	GOAL	BADASS RANKS
1	75	1
2	250	5
3	750	10
4	2,000	25
5	5,000	50

EXTERMINATOR

Kill Rathyds.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	50	5
3	150	10
4	300	25
5	750	50

GET SOME!

Kill Lost Legion Infantry.

LEVEL	GOAL	BADASS RANKS
1	50	1
2	250	5
3	500	10
4	1,000	25
5	2,000	50

GIFT THAT KEEPS GIVING

Kill Swagmen.

LEVEL	GOAL	BADASS RANKS
1	1	1
2	3	5
3	5	10
4	8	25
5	12	50

DOSE OF DEATH

Kill enemies that are infected with space hurps.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	50	5
3	125	10
4	250	25
5	500	50

KISS MY BADASS

Kill Lost Legion Badasses.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	10	5
3	20	10
4	30	25
5	50	50

MORE WHERE THAT CAME FROM

Kill Eridian Guardian Bosses.

LEVEL	GOAL	BADASS RANKS
1	2	1
2	4	5
3	6	10 + Customization
4	8	25
5	10	50

NO SUIT FOR YOU!

Kill Lost Legion Powersuits.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	75	10
4	150	25
5	300	50

NOT SO TOUGH NOW

Kill Eridian Guardians.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	50	5
3	100	10
4	150	25
5	250	50

PEST CONTROL

Kill Torks.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	75	5
3	150	10
4	500	25
5	1,000	50

SLAYER OF TITANS

Kill Kraggon Badasses.

LEVEL	GOAL	BADASS RANKS
1	1	1
2	3	5
3	7	10 + Customization
4	15	25
5	25	50

SPACE DEAD

Kill Scav Spacemen.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	50	5
3	150	10 + Customization
4	300	25
5	750	50

THAT WAS UNPLEASANT

Kill Shuggraths.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	50	5
3	150	10
4	300	25
5	750	50

IT WASN'T YOURS ANYWAY

Destroy Scav Jet Fighters.

LEVEL	GOAL	BADASS RANKS
1	1	1
2	3	5
3	5	10
4	10	25
5	20	50

THE ONE THAT SAYS B.A.M.F.

Kill Scav Badasses.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	50	10
4	100	25
5	250	50

TORKIN' OUT THE TRASH

Kill Tork Badasses.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	10	5
3	20	10
4	30	25
5	50	50

Easily the dirtiest of all tricks is butt slamming with ice. Freezing enemies in place and shattering them with a shotgun or a well-placed power fist to their heads is frankly unfair to the baddies of Elpis. Oh well, thanks for the loot!

—Zach Ford, Design Lead, Gearbox Software

Elemental

CHEMICAL BURN

Deal damage with corrosive damage-over-time effects.

LEVEL	GOAL	BADASS RANKS
1	2,500	1
2	20,000	5
3	100,000	10
4	500,000	25
5	1,000,000	50

FROST BITE

Deal damage with cryo damage-over-time effects.

LEVEL	GOAL	BADASS RANKS
1	2,500	1
2	20,000	5
3	100,000	10
4	500,000	25
5	1,000,000	50

OUT WITH A BANG

Kill enemies with explosive damage.

LEVEL	GOAL	BADASS RANKS
1	20	1
2	75	5
3	250	10
4	600	25
5	1,000	50

SOME LIKE IT HOT

Deal damage with incendiary damage-over-time effects.

LEVEL	GOAL	BADASS RANKS
1	5,000	1
2	20,000	5
3	100,000	10
4	500,000	25
5	1,000,000	50 + Customization

TOXIC TAKEDOWN

Kill enemies with corrosive damage.

LEVEL	GOAL	BADASS RANKS
1	20	1
2	75	5
3	250	10
4	600	25
5	1,000	50

WATT'S UP?

Deal damage with shock damage-over-time effects.

LEVEL	GOAL	BADASS RANKS
1	2,500	1
2	20,000	5
3	100,000	10
4	500,000	25
5	1,000,000	50

WAY OF THE ENKINDLING

Light enemies on fire.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	100	5
3	400	10
4	1,000	25
5	2,000	50

I've really become fond of low gravity double jumping and slamming down to finish guys off. With the right mod (I prefer acid) this is endlessly satisfying. This is also a great way to spend your time during reloads, jumping up into the air ready to slam down.

—**John Anderson, Level Designer, Gearbox Software**

Loot

A CHUNK OF PUREST GREEN

Loot or purchase green-rarity items.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	75	5
3	125	10 + Customization
4	250	25
5	500	50

AAAAAAAND OPEN!

Open treasure chests.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	75	10
4	150	25
5	300	50

JUNKYARD DOG

Loot or purchase white items.

LEVEL	GOAL	BADASS RANKS
1	50	1
2	125	5
3	250	10
4	400	25
5	600	50

ONE FOR EVERY OCCASION

Pick up or purchase weapons.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	150	10
4	300	25
5	750	50

PURPLE HAZE

Loot or purchase purple-rarity items.

LEVEL	GOAL	BADASS RANKS
1	3	1
2	7	5
3	15	10
4	30	25
5	75	50

RARE AS ROCKING HORSE

Loot or purchase blue-rarity items.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	25	5
3	50	10
4	75	25
5	100	50

SCROUNGING AROUND

Open lootable chests, lockers, and other objects.

LEVEL	GOAL	BADASS RANKS
1	50	1
2	300	5
3	1,000	10 + Customization
4	2,000	25
5	3,000	50

THE HAPPIEST COLOR

Loot or purchase orange-rarity items.

LEVEL	GOAL	BADASS RANKS
1	1	1
2	3	5
3	6	10
4	10	25
5	15	50 + Customization

Money and Trading

IMPULSE SHOPPER

Buy Items of the Day.

LEVEL	GOAL	BADASS RANKS
1	1	1
2	5	5
3	15	10
4	30	25
5	50	50

MOM WOULD BE PROUD

Save a lot of money.

LEVEL	GOAL	BADASS RANKS
1	10,000	1
2	50,000	5
3	250,000	10
4	1,000,000	25
5	3,000,000	50

MR. MONEY PITS

Collect dollars from cash drops.

LEVEL	GOAL	BADASS RANKS
1	5,000	1
2	25,000	5
3	125,000	10
4	500,000	25
5	1,000,000	50

OVER THE MOON

Purchase items with Moonstones.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	50	5
3	125	10 + Customization
4	250	25
5	500	50

PAWN BROKER

Sell items to vending machines.

LEVEL	GOAL	BADASS RANKS
1	50	1
2	100	5
3	250	10
4	750	25
5	2,000	50

TRADE NEGOTIATIONS

Trade with other players.

LEVEL	GOAL	BADASS RANKS
1	1	1
2	5	5
3	15	10
4	30	25
5	50	50

Vehicle

FENDER BENDER

Kill enemies by ramming them with a vehicle.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	10	5
3	50	10
4	100	25
5	200	50

IMPROVISE, ADAPT, OVERCOME

Kill enemies using a turret or vehicle-mounted weapon.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	150	10
4	300	25
5	750	50

PANCAKES FOR BREAKFAST

Kill enemies with Stingray slams.

LEVEL	GOAL	BADASS RANKS
1	1	1
2	5	5
3	10	10
4	25	25
5	50	50

ROAD WARRIOR

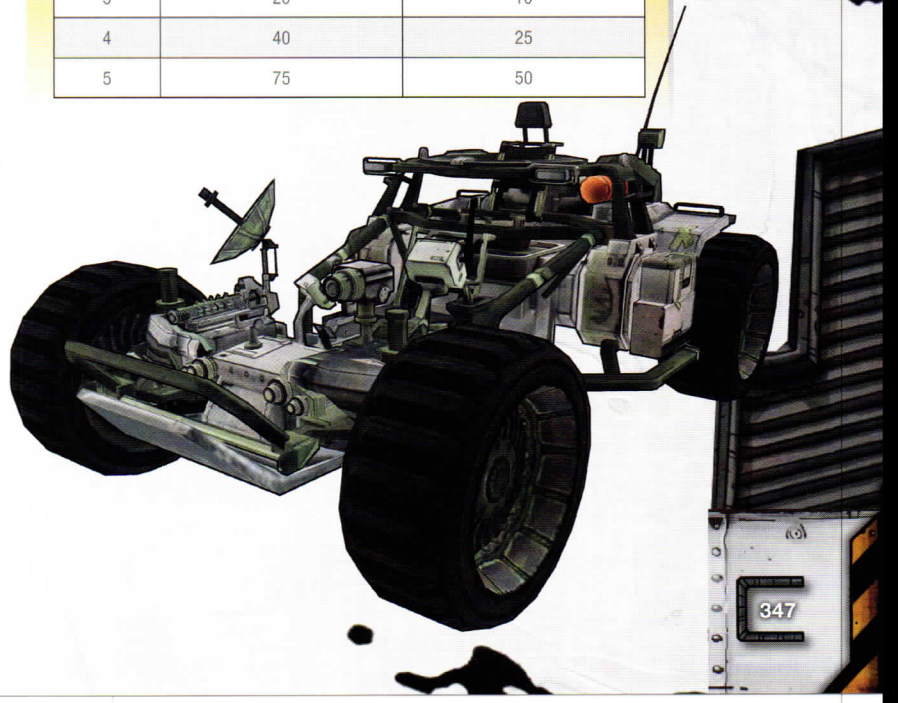
Kill enemies while in a vehicle.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	10	5
3	20	10
4	40	25
5	75	50

SPLAT 'N' SLIDE

Kill enemies by power-sliding over them in a vehicle.

LEVEL	GOAL	BADASS RANKS
1	1	1
2	5	5
3	10	10 + Customization
4	25	25
5	50	50



BETTER YOU THAN ME

Get Second Winds by killing enemies.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	75	10
4	150	25
5	300	50

DOCTOR FEELS GOOD

Recover health.

LEVEL	GOAL	BADASS RANKS
1	1,000	1
2	25,000	5
3	150,000	10
4	1,000,000	25
5	5,000,000	50

HAD A BIT OF A SHOCKER

Get Second Winds by killing enemies with shock damage-over-time effects.

LEVEL	GOAL	BADASS RANKS
1	1	1
2	5	5
3	15	10
4	30	25
5	50	50

ROLLIN' THE ICE

Get Second Winds by shattering frozen enemies.

LEVEL	GOAL	BADASS RANKS
1	1	1
2	5	5
3	15	10
4	30	25
5	50	50

SOUP'S UP!

Get Second Winds by killing enemies with corrosive damage-over-time effects.

LEVEL	GOAL	BADASS RANKS
1	1	1
2	5	5
3	15	10
4	30	25
5	50	50

THE PHOENIX

Get Seconds Winds by killing enemies with burn damage-over-time effects.

LEVEL	GOAL	BADASS RANKS
1	1	1
2	5	5
3	15	10
4	30	25
5	50	50

THERE CAN ONLY BE...ME

Get Second Winds by killing Badasses.

LEVEL	GOAL	BADASS RANKS
1	1	1
2	5	5
3	15	10
4	30	25
5	50	50 + Customization

UP UNT AT ZEM

Revive a co-op partner.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	10	5
3	50	10
4	100	25
5	200	50 + Customization

Grenades

BETTY BOOM

Kill enemies with Bouncing Betty grenades.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	75	10
4	150	25
5	300	50

BIG MIRV

Kill enemies with MIRV grenades.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	75	10 + Customization
4	150	25
5	300	50

HOME NADE COOKIN'

Kill enemies with grenades.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	150	10 + Customization
4	300	25
5	750	50

PASS THE CHIANTI

Kill enemies with Transfusion grenades.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	75	10
4	150	25
5	300	50

SEE YA ON THE OTHER SIDE

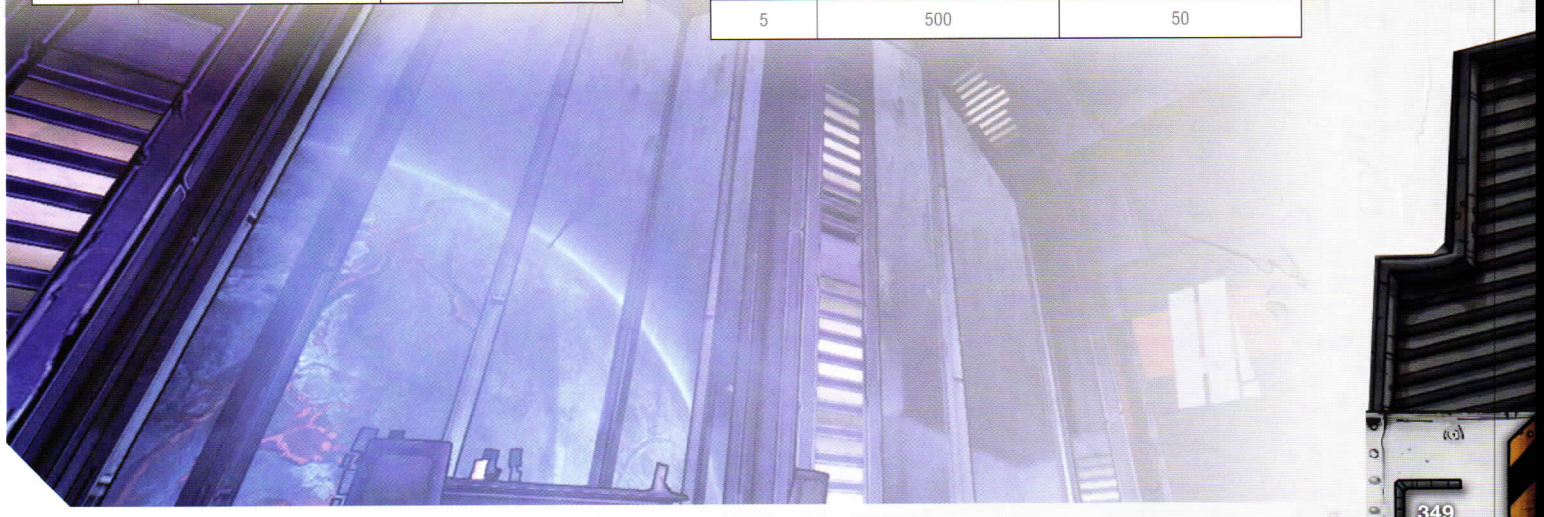
Kill enemies with Singularity grenades.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	75	10
4	150	25
5	300	50

SPRAYOWEE

Kill enemies with area of effect grenades.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	50	5
3	125	10
4	250	25
5	500	50



AMMO EATER

Absorb enemy ammo with an Absorption shield.

LEVEL	GOAL	BADASS RANKS
1	20	1
2	75	5
3	250	10
4	600	25
5	1,000	50 + Customization

AMPLITUDE KILLULATION

Kill enemies while buffed with an Amplify shield.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	10	5
3	50	10
4	100	25
5	200	50

NOVA SAY DIE

Kill enemies with a Nova shield burst.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	10	5
3	50	10 + Customization
4	100	25
5	200	50

THAT'LL LEARN YA

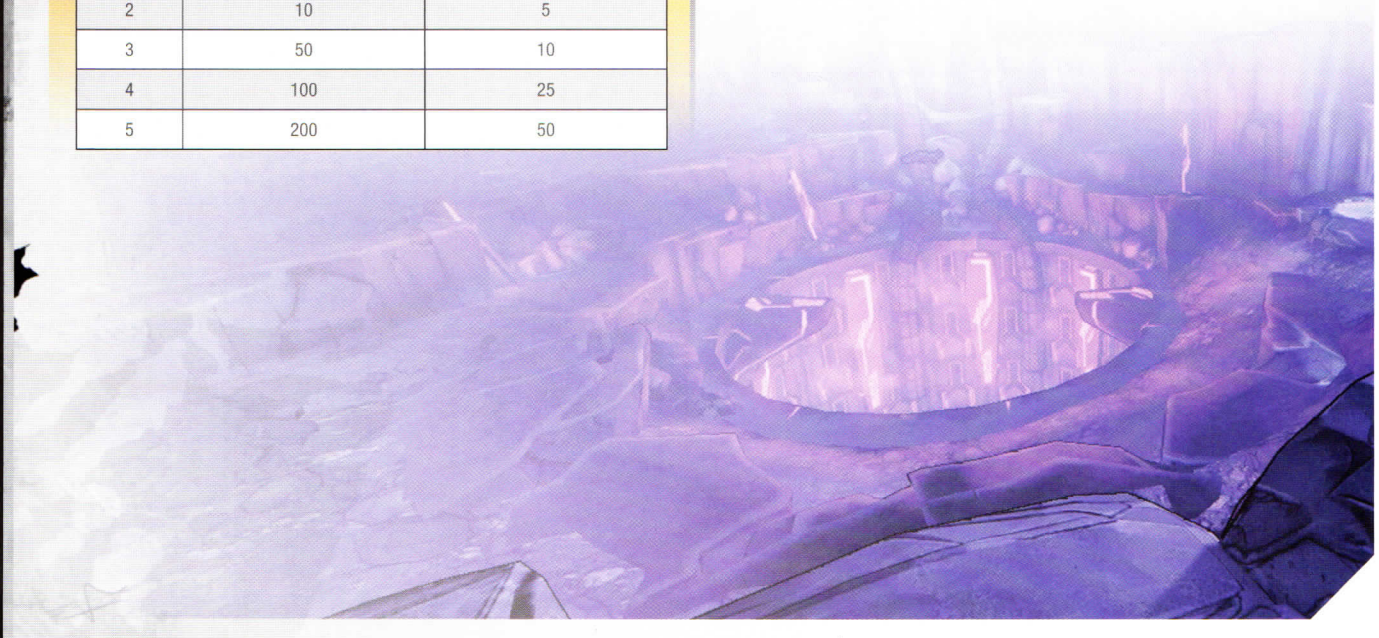
Kill enemies with Reflected damage from a Spike shield.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	10	5
3	50	10
4	100	25
5	200	50

WET WORK

Kill enemies while buffed with a Maylay shield.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	10	5
3	50	10
4	100	25
5	200	50



Rocket Launcher

COLLATERAL DAMAGE

Kill enemies with rocket launcher splash damage.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	10	5
3	50	10
4	100	25
5	200	50

GET A ROCKET UP YA

Kill enemies with rocket launchers.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	50	5
3	100	10 + Customization
4	250	25
5	500	50

HAND OF GOD

Kill enemies from long range with rocket launchers.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	100	5
3	400	10
4	1,000	25
5	2,000	50

MAGIC MISSILE

Get Second Winds with rocket launchers.

LEVEL	GOAL	BADASS RANKS
1	2	1
2	5	5
3	15	10
4	30	25
5	50	50

MISSILE MAGNET

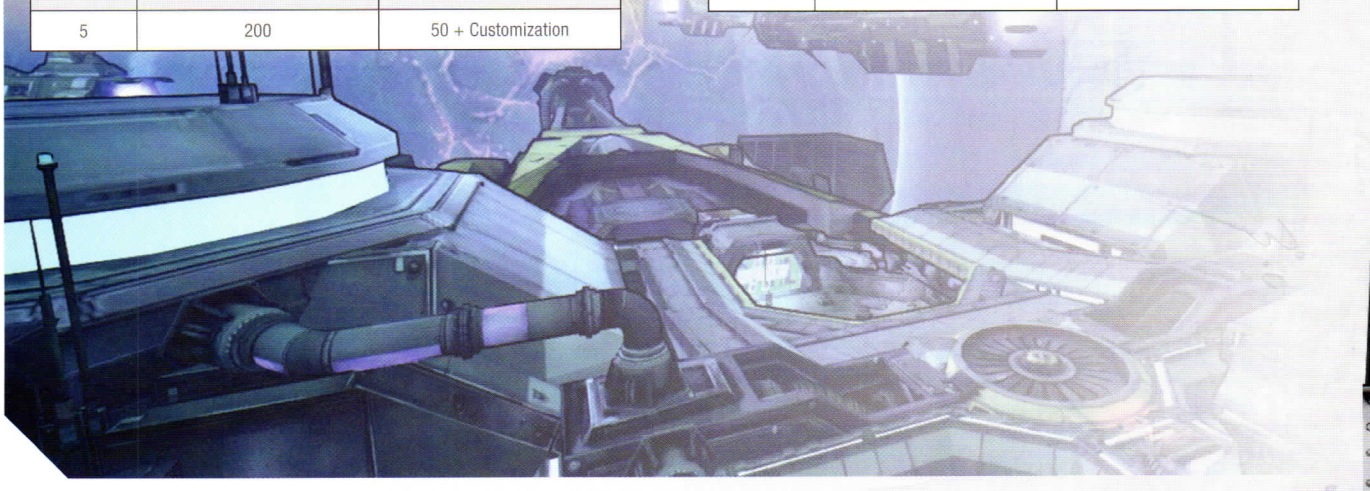
Kill enemies with direct hits from rocket launchers (unlocks after you complete Collateral Damage).

LEVEL	GOAL	BADASS RANKS
1	5	1
2	10	5
3	50	10
4	100	25
5	200	50 + Customization

PUNKER BUSTER

Kill shielded enemies with a single rocket.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	15	5
3	35	10
4	75	25
5	125	50



CLEAN AND SIMPLE

Kill unaware enemies with sniper rifles.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	10	5
3	50	10
4	100	25
5	200	50

CRITICAL RECEPTION

Kill enemies with critical hits using sniper rifles.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	75	10
4	150	25
5	300	50

MELON SPLITTER

Get critical hits with sniper rifles.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	100	5
3	400	10
4	1,000	25
5	2,000	50

OL' SKOOL

Kill enemies using sniper rifles without using scope/ironsights.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	10	5
3	50	10
4	100	25
5	200	50

PENETRATING WOUND

Kill shielded enemies in one shot using sniper rifles.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	15	5
3	35	10
4	75	25
5	125	50 + Customization

SHARP SHOOTER

Kill enemies with sniper rifles.

LEVEL	GOAL	BADASS RANKS
1	20	1
2	100	5
3	500	10 + Customization
4	2,500	25
5	5,000	50

WINDAGE ADJUSTMENT

Get Second Winds with sniper rifles.

LEVEL	GOAL	BADASS RANKS
1	2	1
2	5	5
3	15	10
4	30	25
5	50	50

Assault Rifle

AIM TO PLEASE

Get critical hits with assault rifles.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	100	5
3	400	10
4	1,000	25
5	2,000	50

ASSAULT WITH A DEADLY WEAPON

Kill enemies with assault rifles.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	100	5
3	400	10 + Customization
4	1,000	25
5	2,000	50

ASSAULTY DOG

Get Second Winds with assault rifles.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	15	5
3	30	10
4	50	25
5	75	50

CROUCH POTATO

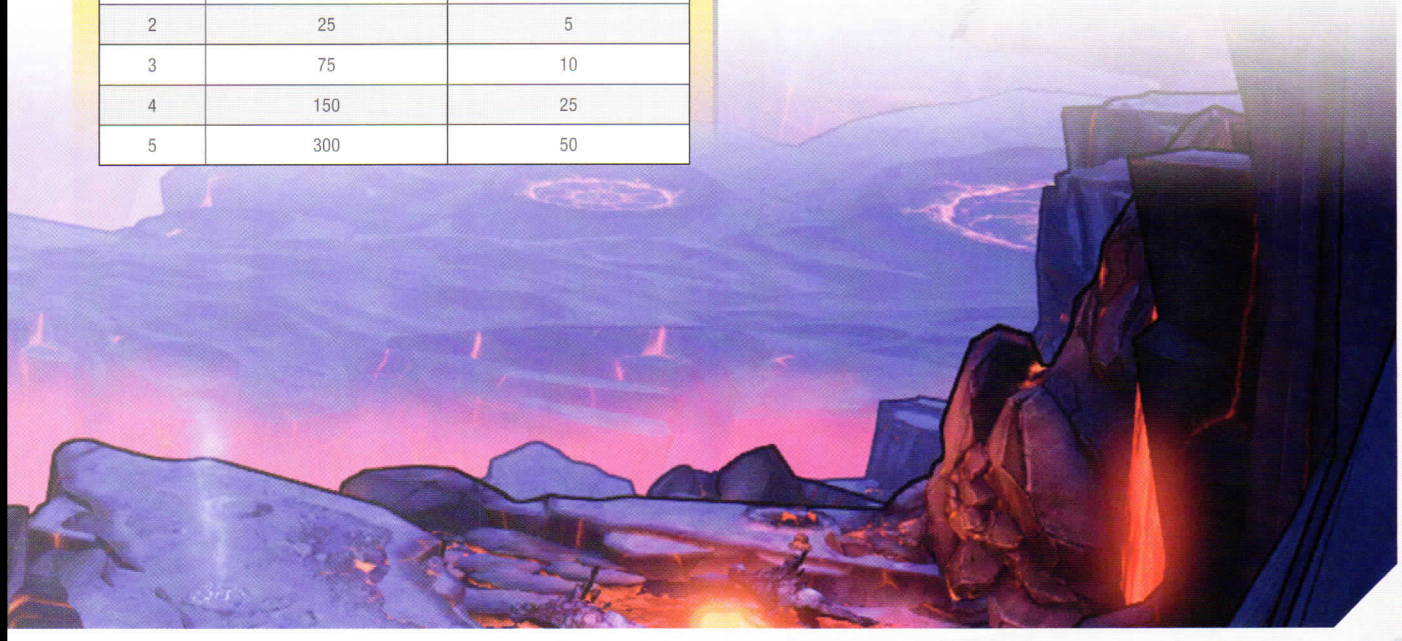
Kill enemies with assault rifles while crouched.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	75	5
3	400	10
4	1,600	25
5	3,200	50 + Customization

HOT LEAD INJECTION

Kill enemies with critical hits using assault rifles.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	75	10
4	150	25
5	300	50



AGGRESSIVE LASIK

Get critical hits with lasers.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	100	5
3	400	10
4	1,000	25
5	2,000	50

BATTLE STAR

Kill flying enemies with laser weapons while you're in the air.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	150	10
4	300	25
5	750	50 + Customization

I SEE THE LIGHT

Get Second Winds with laser weapons.

LEVEL	GOAL	BADASS RANKS
1	2	1
2	5	5
3	15	10
4	30	25
5	50	50

LIGHT 'EM UP

Kill enemies with critical hits using laser weapons.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	75	10
4	150	25
5	300	50

PEW PEW

Kill enemies with laser weapons.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	100	5
3	400	10 + Customization
4	1,000	25
5	2,000	50



SMG

AND STAY DOWN!

Get Second Winds with SMGs.

LEVEL	GOAL	BADASS RANKS
1	2	1
2	5	5
3	15	10
4	30	25
5	50	50

BRING THE PAIN

Get critical hits with SMGs.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	100	5
3	400	10
4	1,000	25
5	2,000	50

DINKY DEATH DEALER

Kill enemies with critical hits while using SMGs.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	75	10
4	150	25
5	300	50

NICE SPRAY JOB

Kill enemies with SMGs.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	100	5
3	400	10 + Customization
4	1,000	25
5	2,000	50

Shotgun

BOOMSTICK BOOGIE

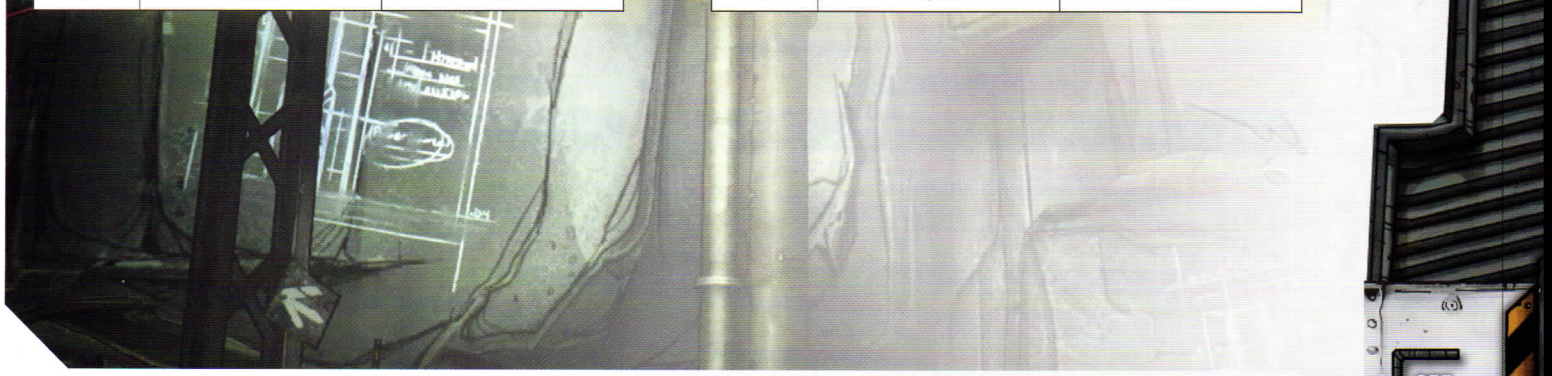
Kill enemies with shotguns.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	100	5
3	400	10 + Customization
4	1,000	25
5	2,000	50

HELLO UNCLE BUCKSHOT

Get critical hits with shotguns.

LEVEL	GOAL	BADASS RANKS
1	50	1
2	250	5
3	1,000	10
4	2,500	25
5	5,000	50



OVER ACHIEVER

Kill enemies from long range with shotguns (unlocks after you complete Shotty Worksmanship).

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	75	10
4	150	25
5	300	50

SHOTGUNNING THE BREEZE

Get Second Winds with shotguns.

LEVEL	GOAL	BADASS RANKS
1	2	1
2	5	5
3	15	10
4	30	25
5	50	50

SHOTTY WORKMANSHIP

Kill enemies with critical hits using shotguns.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	50	5
3	100	10
4	250	25
5	500	50

TAKE IT ALL!

Kill enemies at point-blank range with shotguns.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	150	10
4	300	25
5	750	50

Pistol

GUNSLINGER

Kill enemies quickly after entering ironsights with your pistols.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	150	10
4	300	25
5	750	50 + Customization

MAGNUM MAESTRO

Kill enemies with critical hits using pistols.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	75	10
4	150	25
5	300	50

PISTOL WHIPPED

Get Second Wind with pistols.

LEVEL	GOAL	BADASS RANKS
1	2	1
2	5	5
3	15	10
4	30	25
5	50	50

PISTOLEER

Get critical hits with pistols.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	100	5
3	400	10
4	1,000	25
5	2,000	50

TRIGGER HAPPY

Kill enemies with pistols.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	100	5
3	400	10 + Customization
4	1,000	25
5	2,000	50

Sometimes I imagine all the vault hunters, past and present, sitting down and having a dinner party. It usually turns into a murder mystery and everyone wears clothes like the 1920's has just risen from its grave, Claptrap is usually the first to die, and everyone suspects Jack from the get-go.

—**Kirsten Kahler, QA Tester,** Gearbox Software

Melee

CAPTAIN CUTTY

Kill enemies with melee attacks while using bladed guns.

LEVEL	GOAL	BADASS RANKS
1	20	1
2	75	5
3	250	10
4	600	25
5	1,000	50

MARTIAL MARSHAL

Kill enemies with melee attacks.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	100	5
3	400	10 + Customization
4	1,000	25
5	2,000	50

General Combat

ACTION HERO

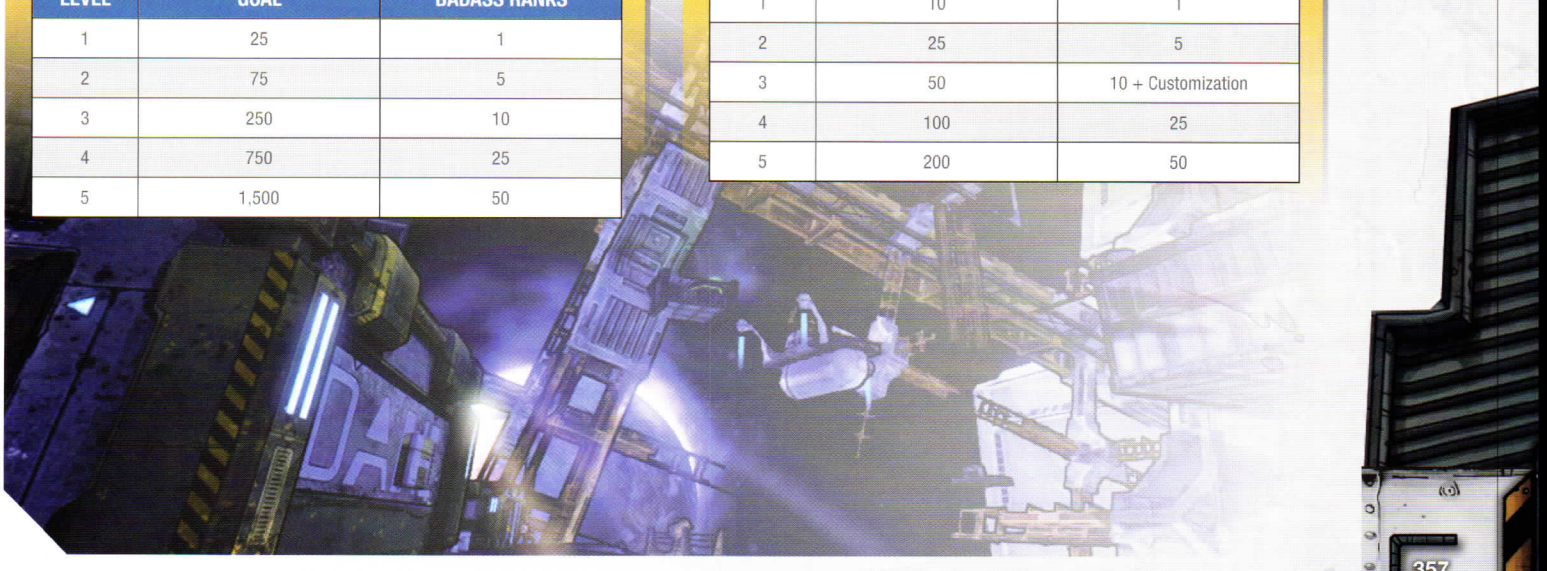
Kill enemies while using your action skill.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	75	5
3	250	10
4	750	25
5	1,500	50

BARREL OF LAUGHS

Kill enemies with stationary barrels.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	50	10 + Customization
4	100	25
5	200	50



COMET CRASH

Shatter frozen enemies with falling damage.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	10	5
3	50	10
4	100	25
5	200	50 + Customization

DARK SIDER

Kill enemies at night.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	100	5
3	500	10
4	1,000	25
5	1,500	50

DAY OF THE DEAD

Kill enemies during the day.

LEVEL	GOAL	BADASS RANKS
1	250	1
2	1,000	5
3	2,500	10
4	5,000	25
5	7,500	50

EXECUTIONER

Kill enemies with critical hits.

LEVEL	GOAL	BADASS RANKS
1	20	1
2	100	5
3	500	10
4	1,000	25
5	1,500	50

HAVING TROUBLE BREATHING?

Shatter enemy oxygen masks.

LEVEL	GOAL	BADASS RANKS
1	25	1
2	100	5
3	250	10
4	500	25
5	1,000	50

ICE TO MEET YOU

Shatter frozen enemies with weapons.

LEVEL	GOAL	BADASS RANKS
1	20	1
2	75	5
3	250	10
4	600	25
5	1,000	50

LAST GASP

Kill enemies by asphyxiation.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	150	10
4	300	25
5	750	50

ONE MAN'S TRASH

Deal damage with Tediore reloads.

LEVEL	GOAL	BADASS RANKS
1	5,000	1
2	20,000	5
3	100,000	10
4	500,000	25
5	1,000,000	50

PROJECTILE PROLIFERATION

Fire rounds with any of your weapons.

LEVEL	GOAL	BADASS RANKS
1	5,000	1
2	10,000	5
3	25,000	10
4	50,000	25
5	75,000	50 + Customization

THROW ME THE MONEY!

Kill enemies with Tediore reloads.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	10	5
3	25	10
4	75	25
5	150	50 + Customization

Miscellaneous

LITTLE ON THE SIDE

Complete side missions.

LEVEL	GOAL	BADASS RANKS
1	10	1
2	25	5
3	50	10
4	75	25
5	125	50

OC/DC

Complete optional mission objectives.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	10	5
3	15	10
4	20	25
5	30	50

THE DUELIST

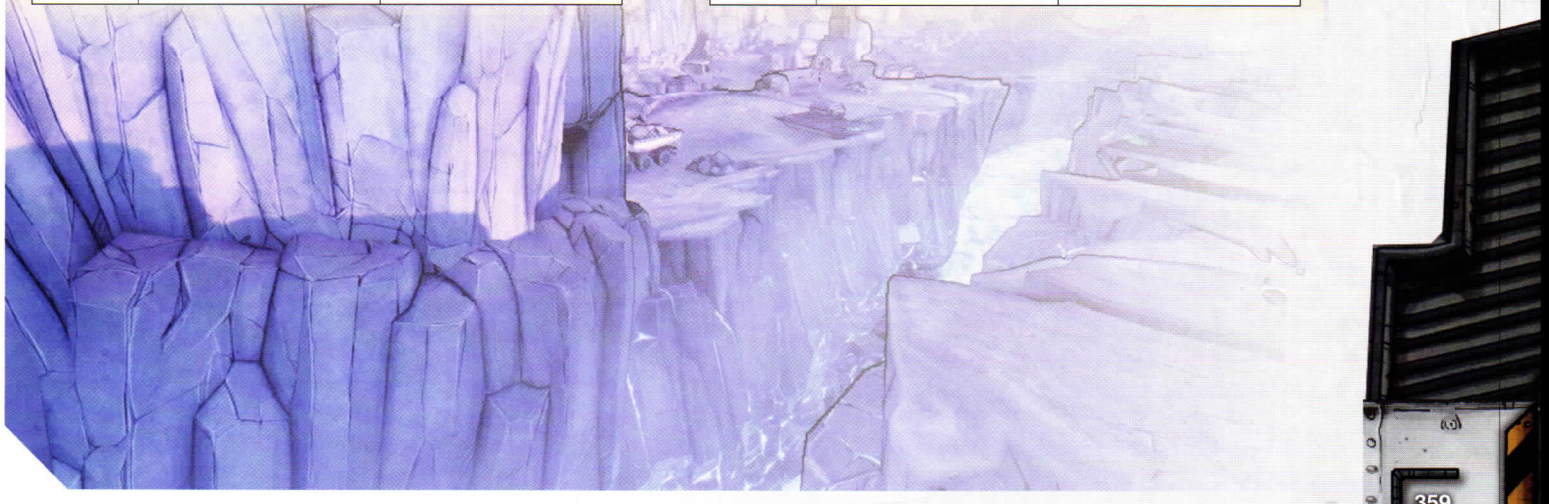
Win Duels!

LEVEL	GOAL	BADASS RANKS
1	1	1
2	5	5
3	15	10
4	30	25
5	50	50

WE HAVE A CONTENDER

Complete challenges.

LEVEL	GOAL	BADASS RANKS
1	5	1
2	25	5
3	50	10
4	100	25
5	200	50



REGIONAL CHALLENGES

Abandoned Training Facility

BEST SERVED HOT

Drop an enemy into the lava.

LEVEL	GOAL	BADASS RANKS
1	1	5

CULT OF THE VAULT

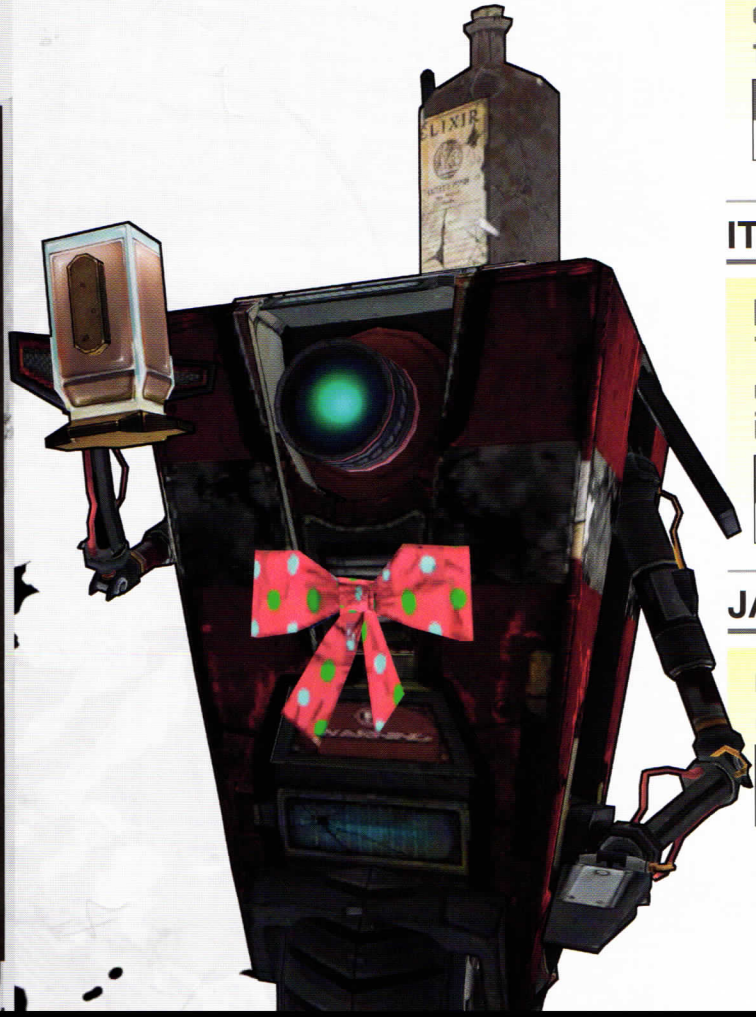
Discover the hidden Vault symbols.

LEVEL	GOAL	BADASS RANKS
1	2	5

JACK BE NIMBLE

Jump over the lava at the Abandoned Training Facility.

LEVEL	GOAL	BADASS RANKS
1	1	5



Concordia

CLAIRVOYANT

Disable the force field protecting the second M3 unit before obtaining the objective to do so.

LEVEL	GOAL	BADASS RANKS
1	1	10

CULT OF THE VAULT

Discover the hidden Vault symbols.

LEVEL	GOAL	BADASS RANKS
1	3	5

DOIN' THE ROBOT

Dance with B4R-BOT. Crouch up and down over and over on the dance floor while he is also dancing.

LEVEL	GOAL	BADASS RANKS
1	1	5

IT'S A FAIR COP

Break the law in front of CU5M-TP. Do this by standing on the lawn or by setting garbage on fire with incendiary weapons.

LEVEL	GOAL	BADASS RANKS
1	1	5

JACKPOT!

Get 3 Vault Symbols or Moonstones at the Lucky Shot slot machine.

LEVEL	GOAL	BADASS RANKS
1	1	10

Crisis Scar

CULT OF THE VAULT

Discover the hidden Vault symbols.

LEVEL	GOAL	BADASS RANKS
1	3	5

LAVA LEAP

Jump the lava river from the top of the Comms Facility. Requires movement speed bonus.

LEVEL	GOAL	BADASS RANKS
1	1	10

RED LAST

Kill Red last.

LEVEL	GOAL	BADASS RANKS
1	1	5

UP MAGMA

Travel up the lava stream from the lava fall without dying.

LEVEL	GOAL	BADASS RANKS
1	1	10

Eleseer

CULT OF THE VAULT

Discover the hidden Vault symbol.

LEVEL	GOAL	BADASS RANKS
1	1	5

ONE STEP AHEAD OF YOU

Kill the Opha before her spawned Putti activate the shielded door.

LEVEL	GOAL	BADASS RANKS
1	1	10

Hyperion Hub of Heroism

CULT OF THE VAULT

Discover the hidden Vault symbols.

LEVEL	GOAL	BADASS RANKS
1	3	5

FEED THE FISHES

Use the aquarium in the Crew Quarters.

LEVEL	GOAL	BADASS RANKS
1	1	5

FLAME OFF

Kill Bob before he places his flame turret.

LEVEL	GOAL	BADASS RANKS
1	1	5

OH, THE HUMANITY

Shoot the target on the Hyperion air ship.

LEVEL	GOAL	BADASS RANKS
1	1	5

PERFECT DIVE

Jump off the waterfall; to get to it, run the Boarding Party optional mission. While doing that, you can access a vent in this area. This takes you up toward the top of the falls. Leap down to complete this challenge.

LEVEL	GOAL	BADASS RANKS
1	1	5

PLAYING CHICKEN

Grab the loot off the train tracks; find this by searching for stairs near Dean's locker and get up onto the tracks from there.

LEVEL	GOAL	BADASS RANKS
1	1	5

WINDOW SHOPPING

Enter all of the shops in the Central Terminal.

LEVEL	GOAL	BADASS RANKS
1	3	5

Jack's Office

CULT OF THE VAULT

Discover the hidden Vault symbols.

LEVEL	GOAL	BADASS RANKS
1	1	3

FIERY FILER

Use an incendiary weapon to "organize" the papers on the desks.

LEVEL	GOAL	BADASS RANKS
1	1	5

Lunar Launching Station

CULT OF THE VAULT

Discover the hidden Vault symbols.

LEVEL	GOAL	BADASS RANKS
1	3	5

FINISH HIM

Finish off 5 Dahl powersuits with a power core.

LEVEL	GOAL	BADASS RANKS
1	5	10

LOOSE CANNON

Jump into the moonshot blast.

LEVEL	GOAL	BADASS RANKS
1	1	10

POWER PLAY

Explode 25 Power Cores.

LEVEL	GOAL	BADASS RANKS
1	1	5

TREAD CAREFULLY

Destroy 5 Dahl powersuits, but trigger no power cores.

LEVEL	GOAL	BADASS RANKS
1	5	10

Outlands Canyon

CULT OF THE VAULT

Discover the hidden Vault symbols.

LEVEL	GOAL	BADASS RANKS
1	3	5

HARD KNOCKS

Find ECHO recorders of Nisha's childhood.

LEVEL	GOAL	BADASS RANKS
1	3	10

KING OF THE HILL

Climb to the top of the eye.

LEVEL	GOAL	BADASS RANKS
1	1	5

NO ANIMAL HARMED

Kill Rabid Adams without hurting his pet Tork.

LEVEL	GOAL	BADASS RANKS
1	1	10

PERFECT TIMING

Use the 3 pressure plates within 3 minutes to open the secret shack.

LEVEL	GOAL	BADASS RANKS
1	1	5

Outlands Spur

BOOMER'S BANE

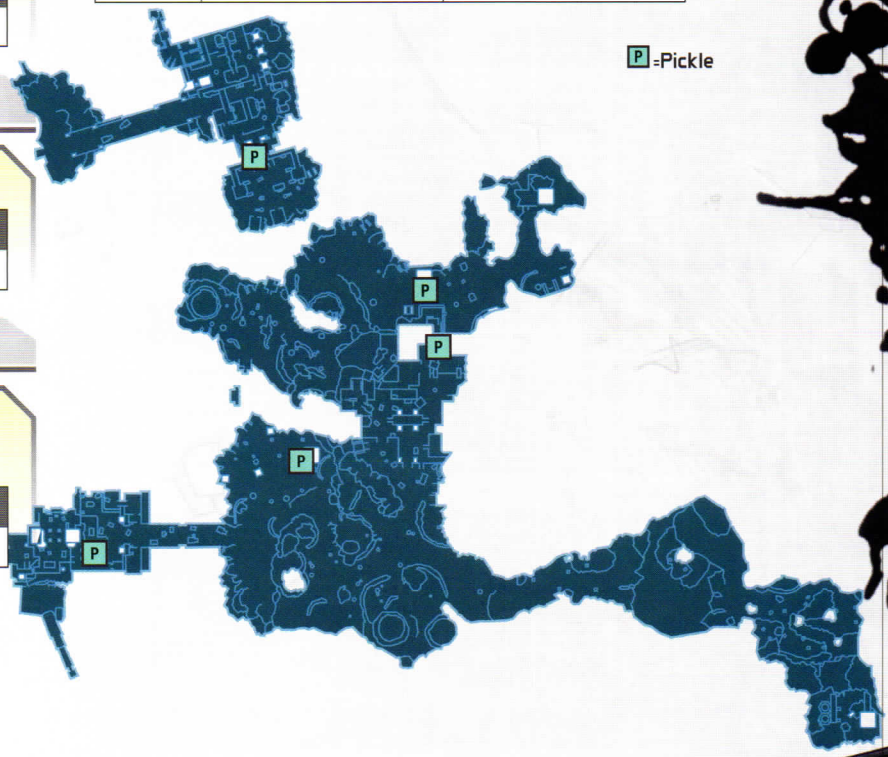
Kill Boomer in less than 2 minutes. Appears in "Nothing is Never an Option"

LEVEL	GOAL	BADASS RANKS
1	1	5

PICKLE PICKER

Find and modify all of Pickle's wanted posters.

LEVEL	GOAL	BADASS RANKS
1	5	5



CULT OF THE VAULT

Discover the hidden Vault symbols.

LEVEL	GOAL	BADASS RANKS
1	4	5

OHS INSPECTION

Find all 5 hazard warning signs in the facilities.

LEVEL	GOAL	BADASS RANKS
1	5	5

Pity's Fall

A CONVENTIONAL DEATH

Kill Poop Deck before the Skipper does. Appears in "Intelligences of the Artificial Persuasion"

LEVEL	GOAL	BADASS RANKS
1	1	10

BOSUN'S MATE

Find all of the Bosun's hidden stashes.

LEVEL	GOAL	BADASS RANKS
1	3	5

CULT OF THE VAULT

Discover the hidden Vault symbols.

LEVEL	GOAL	BADASS RANKS
1	3	5

ENGINEERING 201

Damage the engine parts with anything other than your guns.

LEVEL	GOAL	BADASS RANKS
1	1	10

YOU CALL THAT A SHIELD?

Defeat Bosun without destroying any of his Shield Regeners.

LEVEL	GOAL	BADASS RANKS
1	1	10

Regolith Range

CULT OF THE VAULT

Discover the hidden Vault symbols.

LEVEL	GOAL	BADASS RANKS
1	3	5

DEAD SET

Defeat Deadlift without losing your shields.

LEVEL	GOAL	BADASS RANKS
1	1	10

DEAD WEIGHT

Defeat Deadlift without using jump pads.

LEVEL	GOAL	BADASS RANKS
1	1	10

INSULATED

Defeat Deadlift without any player taking damage from an electrified floor.

LEVEL	GOAL	BADASS RANKS
1	1	10

INTERPLANETARY NINJA CHATTERBOX

Find ECHO logs describing how the FR4G-TP Prototype was created.

LEVEL	GOAL	BADASS RANKS
1	4	10

WISE OWL

Uncover ECHO recorders on Athena's past.

LEVEL	GOAL	BADASS RANKS
1	4	10

Research and Development

CAN'T SEE ME

Destroy all surveillance cameras.

LEVEL	GOAL	BADASS RANKS
1	1	5

CULT OF THE VAULT

Discover the three hidden Vault symbols.

LEVEL	GOAL	BADASS RANKS
1	3	5

DATA RECOVERY

Recover data from each of the research divisions.

LEVEL	GOAL	BADASS RANKS
1	5	5

FEED THE FISH

Get an enemy to jump into the water.

LEVEL	GOAL	BADASS RANKS
1	1	5

HOOK SHOT

Land a grenade in one of the coral tubes.

LEVEL	GOAL	BADASS RANKS
1	1	5

LEAP OF FAITH II

Jump to the secret lab underneath the aquarium section of the lab.

LEVEL	GOAL	BADASS RANKS
1	1	5

Serenity's Waste

CULT OF THE VAULT

Discover the three hidden Vault symbols.

LEVEL	GOAL	BADASS RANKS
1	3	5

PHONICALLY CHALLENGED

Find Phonic the Kraggon and defeat him.

LEVEL	GOAL	BADASS RANKS
1	1	10

Stanton's Liver

DIGGING UP THE PAST

Find all the Dahl ECHO recordings.

LEVEL	GOAL	BADASS RANKS
1	4	5

Sub-Level 13

CULT OF THE VAULT

Discover the hidden Vault symbol.

LEVEL	GOAL	BADASS RANKS
1	1	5

Titan Industrial Facility

BE QUICK OR BE DEAD

Kill the scavs before they run back and close the gate below the Bot Factory.

LEVEL	GOAL	BADASS RANKS
1	1	10

BREATH HOLDER

Reach the Bot Factory entrance in Dahl Industrial Zone without activating any of the Air Domes.

LEVEL	GOAL	BADASS RANKS
1	1	5

CULT OF THE VAULT

Discover the hidden Vault symbol.

LEVEL	GOAL	BADASS RANKS
1	1	5

FAST SHOOTER

Kill the Lil' scavs before they close the gate to the Stingray Facility.

LEVEL	GOAL	BADASS RANKS
1	1	10

Titan Robot Production Plant

CULT OF THE VAULT

Discover the hidden Vault symbol.

LEVEL	GOAL	BADASS RANKS
1	1	5

I CAN DO THIS ALONE

Don't allow the AI Core to kill any enemy during the escort sequence.

LEVEL	GOAL	BADASS RANKS
1	1	10

TURRET ENGINEER

Destroy the Boss legs before destroying the attached turrets.

LEVEL	GOAL	BADASS RANKS
1	1	10

Triton Flats

CULT OF THE VAULT

Discover the three hidden Vault symbols.

LEVEL	GOAL	BADASS RANKS
1	3	5

HIDDEN TREASURE

Find the chest on the cliff wall platform.

LEVEL	GOAL	BADASS RANKS
1	1	3

KILLING TIME

Kill 3 shugguraths at the station within 1 minute.

LEVEL	GOAL	BADASS RANKS
1	1	10

LEAP OF FAITH

Slam the shack from the top of the Darksiders' tower.

LEVEL	GOAL	BADASS RANKS
1	1	5

ROBOTIC ASPIRATIONS

Discover ECHO logs of a recorded interview with Wilhelm.

LEVEL	GOAL	BADASS RANKS
1	4	10

Tycho's Ribs

CULT OF THE VAULT

Discover the two hidden Vault symbols.

LEVEL	GOAL	BADASS RANKS
1	2	10

HISTORY OF ELPIS' INTERIOR

Collect all ECHO logs in Tycho's Ribs and Eleseer.

LEVEL	GOAL	BADASS RANKS
1	7	10

MYSTERY OF THE CRYSTAL SKULLS

Destroy all of the mysterious Eridian Crystal Skulls in Tycho's Ribs.

LEVEL	GOAL	BADASS RANKS
1	10	10

THAT WAS YOUR OWN FAULT...

Make enemies destroy the large, shielded door.

LEVEL	GOAL	BADASS RANKS
1	1	10

Veins of Helios

CANNIBAL CORPSE

Kill Eghood while fully under the influence of the parasites.

LEVEL	GOAL	BADASS RANKS
1	1	10

CATCH A RIDE

Ride the elevator car from the bottom of the Veins of Helios to the top.

LEVEL	GOAL	BADASS RANKS
1	1	10

CULT OF THE VAULT

Discover the five hidden Vault symbols.

LEVEL	GOAL	BADASS RANKS
1	5	10

HONORARY FOREMAN

Activate all idle worker bots in the Veins of Helios.

LEVEL	GOAL	BADASS RANKS
1	5	5

JUMP FOR JOY

Use all of the GREEN jump pads.

LEVEL	GOAL	BADASS RANKS
1	10	5

THRILL SEEKER

Use all of the difficult-to-reach BLUE jump pads.

LEVEL	GOAL	BADASS RANKS
1	11	5

Vorago Solitude

CULT OF THE VAULT

Discover the three hidden Vault symbols.

LEVEL	GOAL	BADASS RANKS
1	3	5

ENTIRELY METAL OUTERWEAR

Collect all the Dahl ECHO logs in Vorago Solitude.

LEVEL	GOAL	BADASS RANKS
1	6	10

ERIDIAN ARCHAEOLOGY

Uncover all of the hidden archaeological Eridian artifacts.

LEVEL	GOAL	BADASS RANKS
1	5	10

MIND THE GAP

Jump over the large gap without using jump pads.

LEVEL	GOAL	BADASS RANKS
1	1	5

VORAGO'S DIG SIGHTS

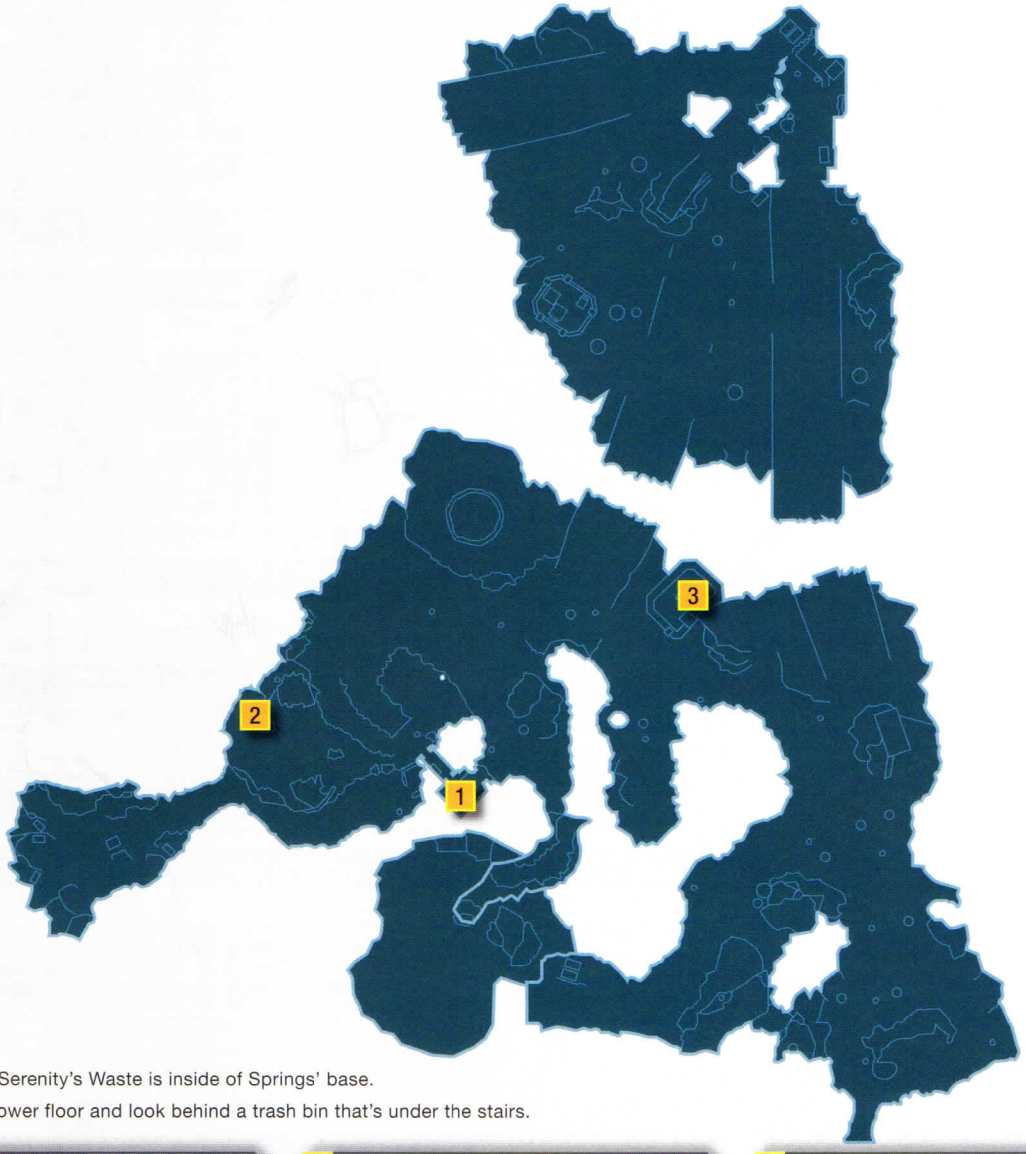
Find all the telescopes in Voragos Solitude.

LEVEL	GOAL	BADASS RANKS
1	4	10

SEEKING THE CULT OF THE VAULT

There are many Cult of the Vault symbols in this game, and they're worth lots of Badass Ranks if you go after them. This list provides pictures and tips for finding them all!

Serenity's Waste



The first mark in Serenity's Waste is inside of Springs' base.
Go down to the lower floor and look behind a trash bin that's under the stairs.







The second symbol is on top of a crashed ship, not too far west from Springs' outpost. Leave the comfort of home and walk toward the cliffs where some of the Kraggons live. Search for the crashed ship, jump onto it, and claim your prize.

The last mark is on top of the building that's northeast of Springs' outpost. It's on a generator, up on the roof. Jump onto the cliff wall beside the building and boost jump from there onto the roof. Everything is easy after that.

Regolith Range



Regolith 1 is on the southern side of the map, near a major scav base. Walk along the very cliff edge and look up at a large buttress that's supporting the building there. High above you is the symbol.

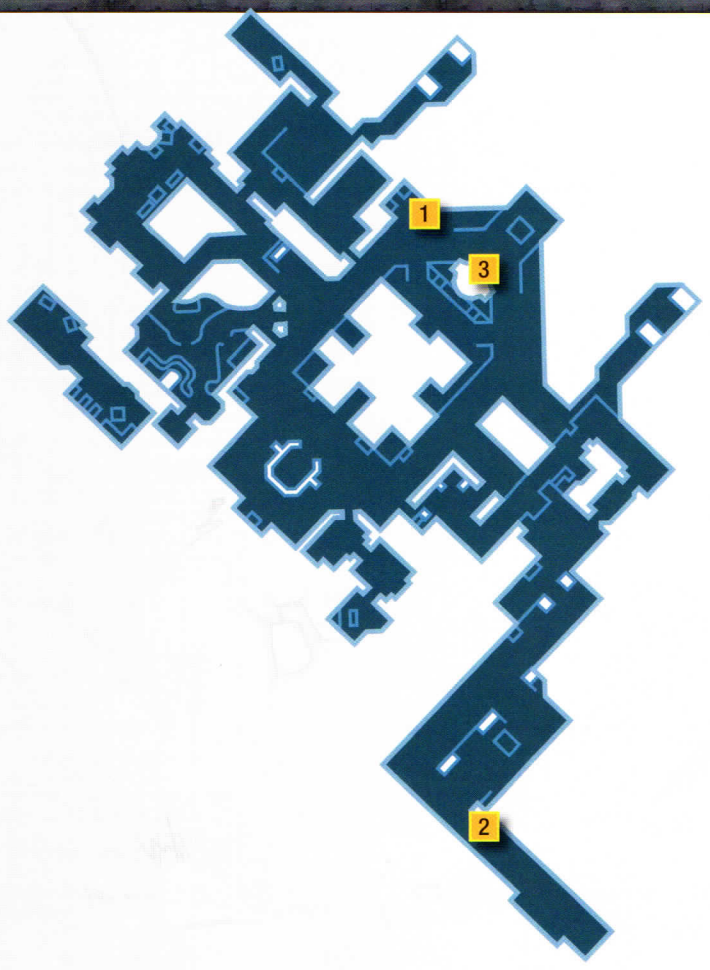
The second mark is in the northeast, up high on a roof. This one is quite wickedly hidden. You must leap onto a large grey machine, then boost jump from there up to a small recess on the main building. Use the map to find the correct location to save time.

The third mark isn't hard to reach, but it's small and can be tricky to see. Plenty of people walk right past it at first, so take a slow approach. Go to our mapped mark location and look on a grey metal wall there. A tiny symbol gets you the last piece of this map's goodies.









Concordia 1 is on top of Springs' shop. It's on a walkway on the roof, and it's etched into the ground. This one is pretty easy to find once you're up there.



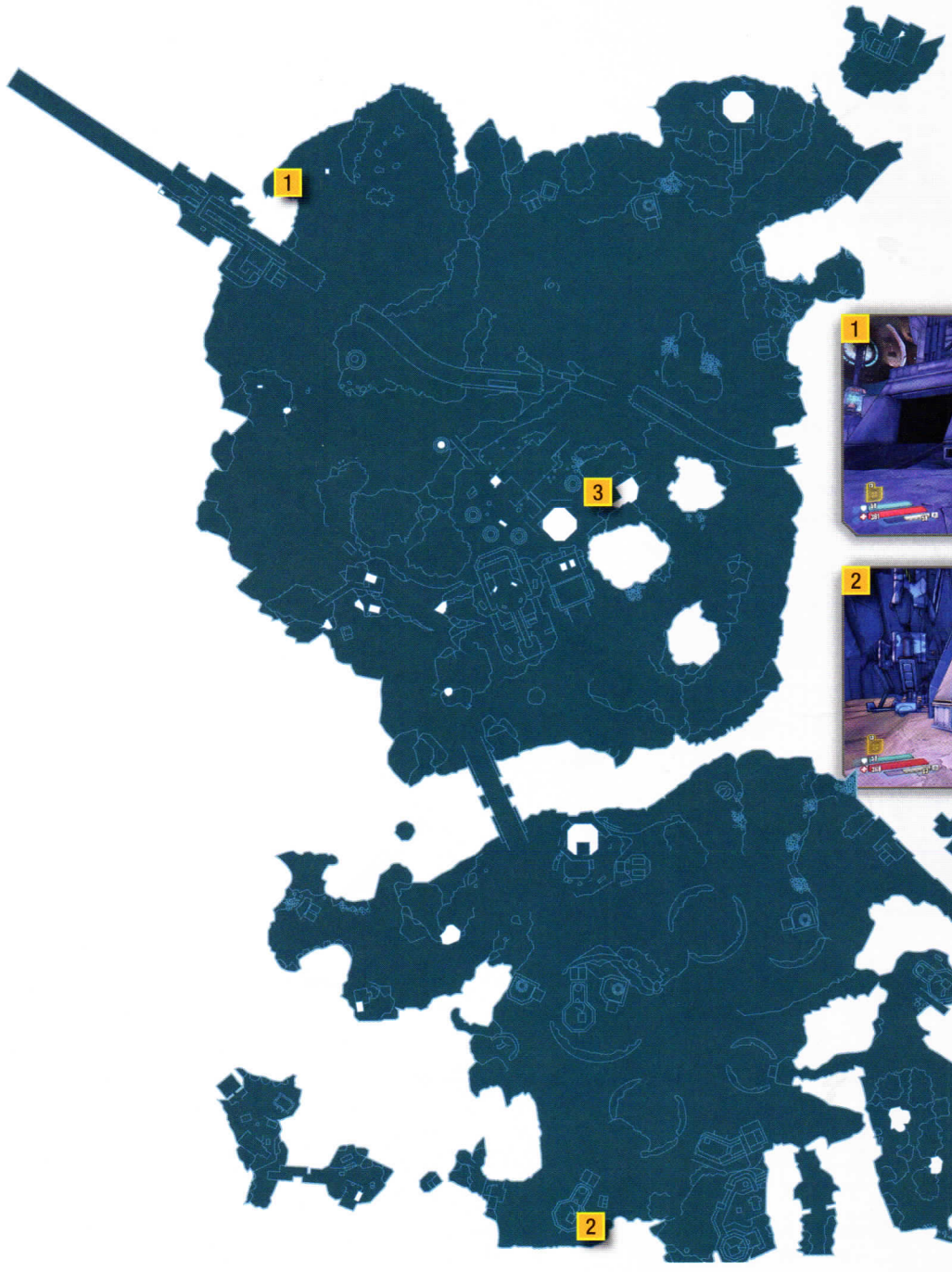


Concordia 2 is up even higher. Look in the northwestern portion of our map. Get onto the highest rooftops and look for the roof with a great view in that area. The symbol is drawn on the ground there.

Concordia 3 is above one of the buildings that features turrets you must destroy. It's across the city from The Meriff's office, in the upper section. When you get there, go around to the back of the building and jump to look at the higher sections above it. That's where the symbol is located.



Triton Flats







Triton 1 is in Lunar Junction, on the northwestern side of the map. Stay on ground level and go to the northern side of the facility. Look on the far side of the building, on its outer wall, as marked on our map.

Triton 2 is on the southern side of the map. Look for a building near the cliff's edge, and search the southern, outer wall of that structure.

Triton 3 is east of Shimmer Island, on the northern side of the map. Shimmer Island is the large Darksider compound that dominates the middle of that map area. Look for a building on the eastern side of the compound and look on its western wall to find the symbol.





Crisis Scar 1 is an easy one. It's on the eastern island of the map, along the southern edge. Look for a curve along the cliffs that seems to go out toward nothing in particular. Follow that, and search the ground.

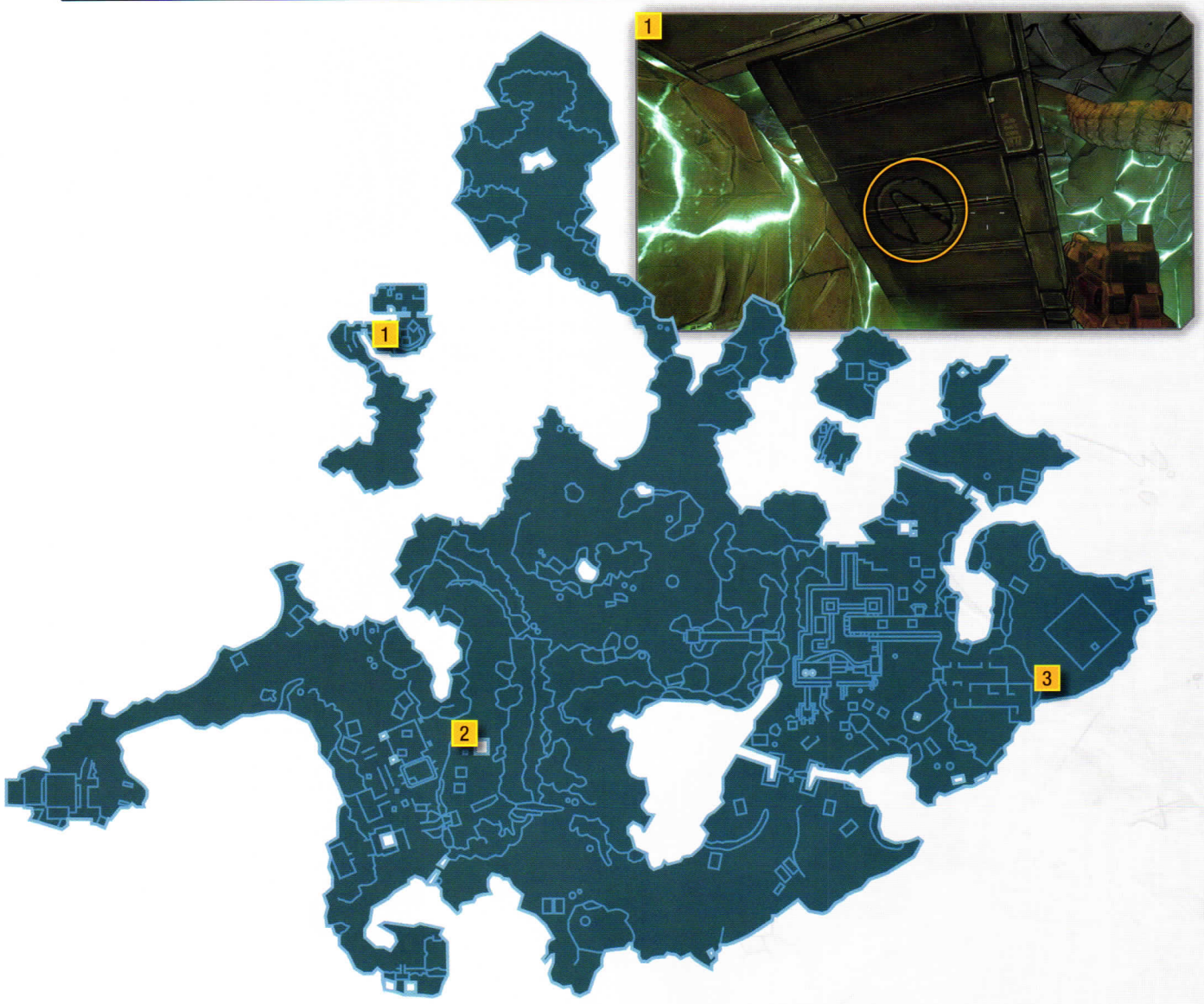
Crisis Scar 2 is down in the lava between the two islands. There's a small section of land with a chest on it, so you shouldn't have too much trouble seeing where you're going. Look carefully on the ground to get your symbol.

Crisis Scar 3 is in the heavy Scav area on the western island. Go to the far western side of that island and get up onto the rooftops to look around. The symbol in question is on the side of a rooftop structure there.





Outlands Canyon



Canyon 1 is on an island in the northwestern part of the map. Get into the underground complex there; it's not very big. The ramp that leads down into and out of that area has the mark on its underside.

The second mark is on the western side of the map. Look for a tower that's up above the smaller Scav outpost in that area. Jump up toward that tower and search around its base. The mark is on the wall.

The last mark is on the eastern edge of the map. Look for a short building with several cylinders on its roof. Drop to ground level and walk along the narrow cliff so that you can see the back of that building. The mark is on its wall.





Outlands Spur

Outlands Spur 1 is on the northern end of the map, inside a very built-up region. Get onto a metal walkway and look on the side of the smaller structures up there. Knowing exactly where to search makes this much easier, so check our map carefully.

Outlands Spur 2 is in the southeastern corner of the map, at the end of the very long cave complex. Get to the end of the world and look for a lone building near a broken walkway. Search the southern wall of that building for your mark.

The third mark is in the middle of the map. Look for a small, green shed. The mark is on the side of that, at ground level.

The final mark is in the southwestern portion of the map. This is the hardest one to find. Look for a large, open building in that area with several floors. Use buildings and other raised areas to jump onto the upper level of the building and search for a walkway up top. There's a small ledge around its right side with your target.

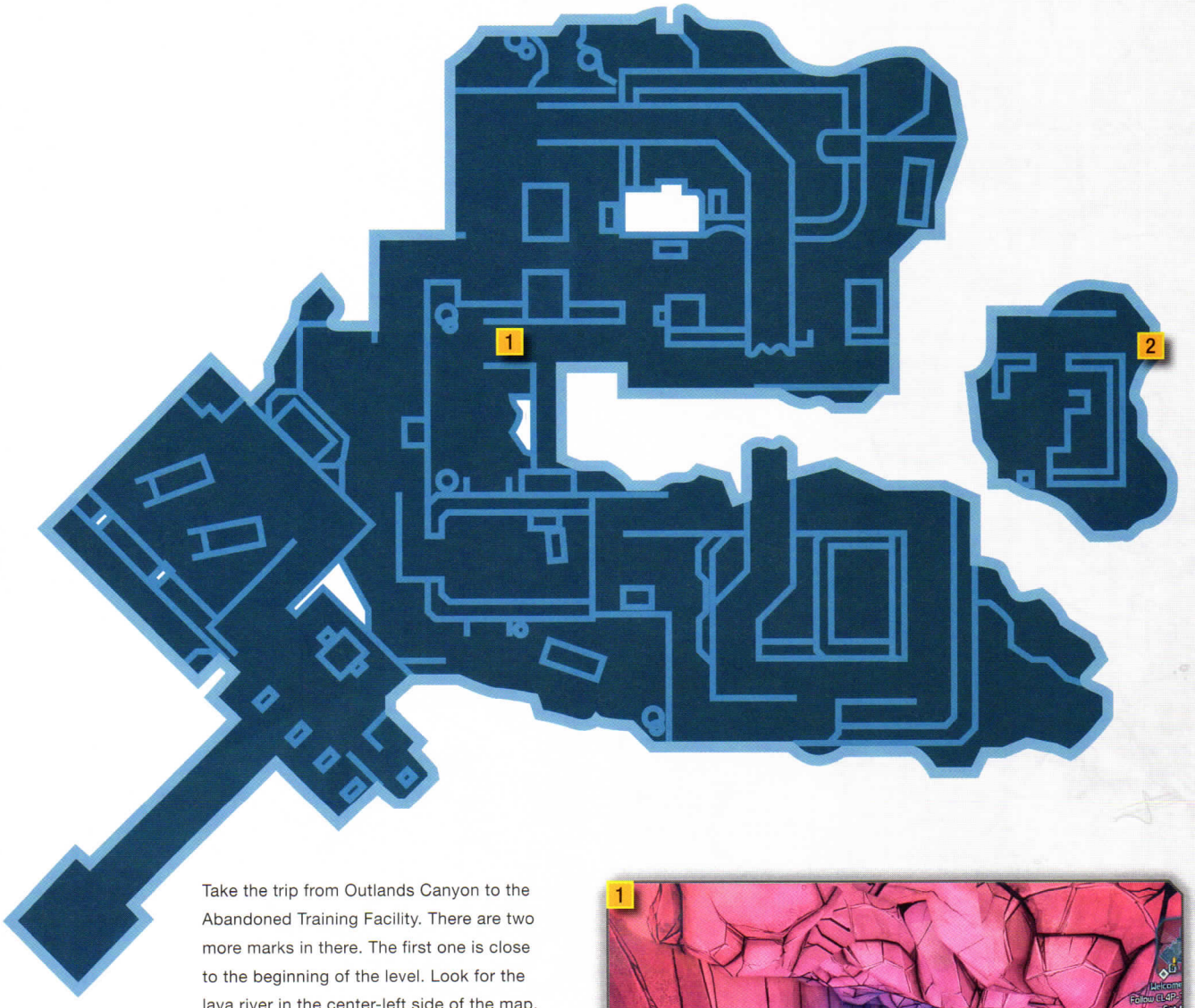






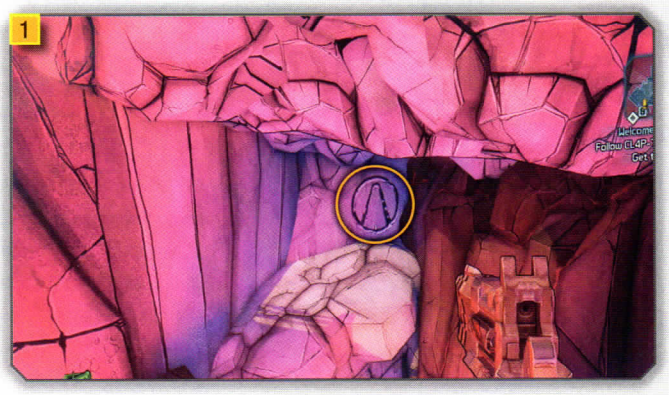


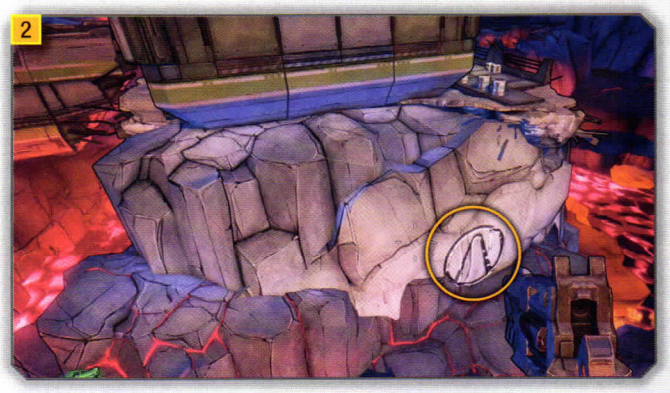
Abandoned Training Facility

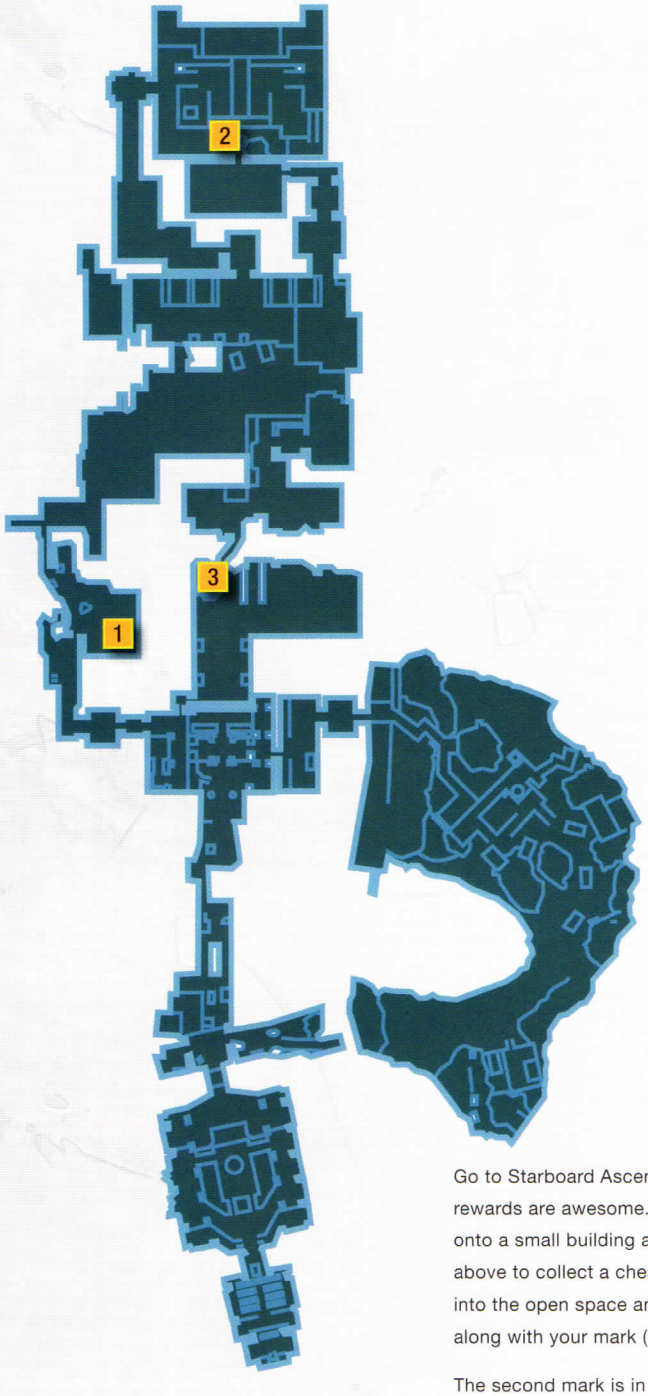


Take the trip from Outlands Canyon to the Abandoned Training Facility. There are two more marks in there. The first one is close to the beginning of the level. Look for the lava river in the center-left side of the map. Carefully jump down along the cliffs that flank the river and go after the mark beneath a recessed ledge at the far end of the route.

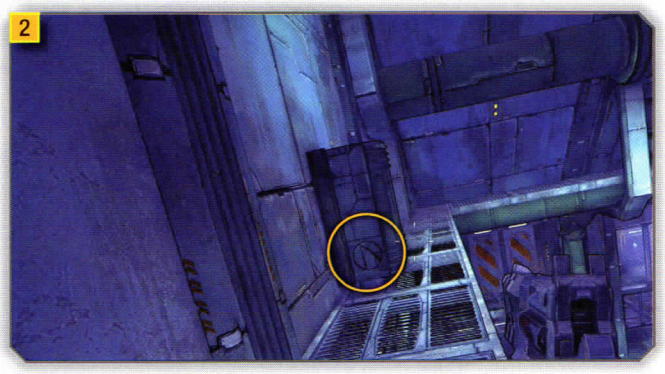
The other mark is at the end of the level. Jump onto the eastern island and look on the cliff to the east. Drop down onto the rocks below to get a view of the mark.

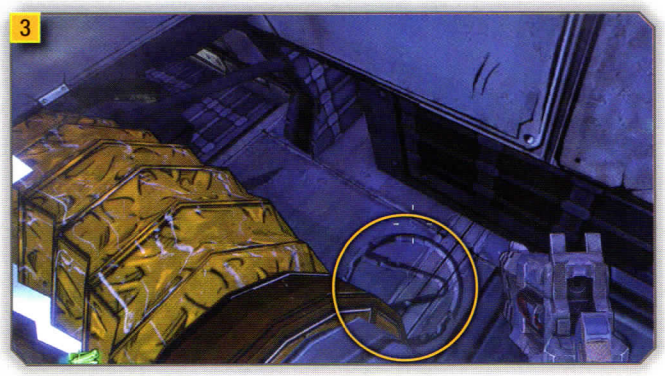










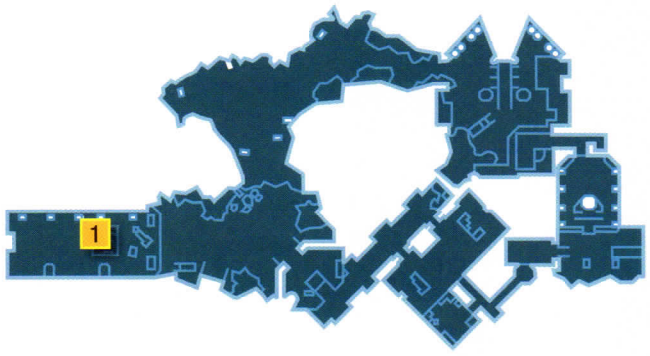


Go to Starboard Ascent, on the western side of the map. This mark is tough to reach, but the rewards are awesome. Find the section of the map that we've marked, then go there and jump onto a small building at ground level. Boost jump from there to the second broken ledge/walkway above to collect a chest. Proceed toward the edge of the platform. Make a tough boost jump out into the open space and then back to reach the third level. An even better chest is hidden there, along with your mark (on the wall)!

The second mark is in the Engine Room. Enter that large chamber and look around carefully. Notice the raised pipes above your character? Those are what you need to get this mark. Jump from the control system platform onto the pipes and get to the southern side of the room. A small walkway there takes you to the mark; it's etched into a wall.

The final mark is another tough one. It's tucked away behind a large machine, so you could easily miss it. Enter the Crew Quarters and look for some yellow, flexible ducts that feed into a machine. We've marked the location on our map. When you find the machine, jump onto it and look in the tiny corner behind it. The mark is on the floor. Whew! Nasty one.

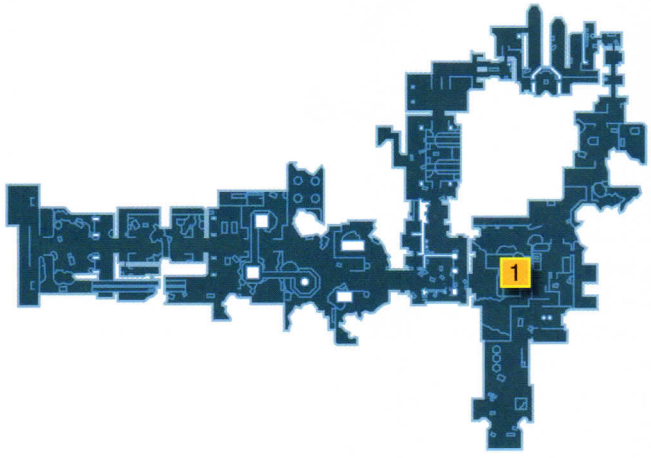
Sub-Level 13



Go from the Titan Industrial Facility to Sub-Level 13 once you get some missions to explore that location. While you're there, look for another Cult of the Vault mark. This one is easy. Take the initial elevator down into the facility. When it hits the bottom, send it back to the top—but hop off immediately. The mark is on the ground underneath the elevator shaft!



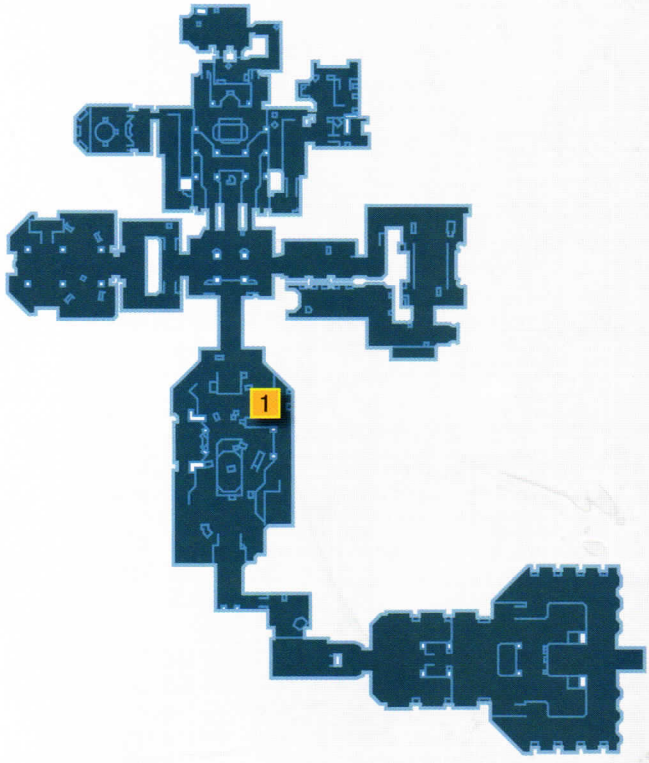
Titan Industrial Facility



The solitary mark in the Titan Industrial Facility is near the end of the level. Visit the northeastern corner of the map, then meet Gladstone, leave his area, and look for a small building down in the dirt once you're outside of the complex. Drop down there and search to the left of the door you find below.



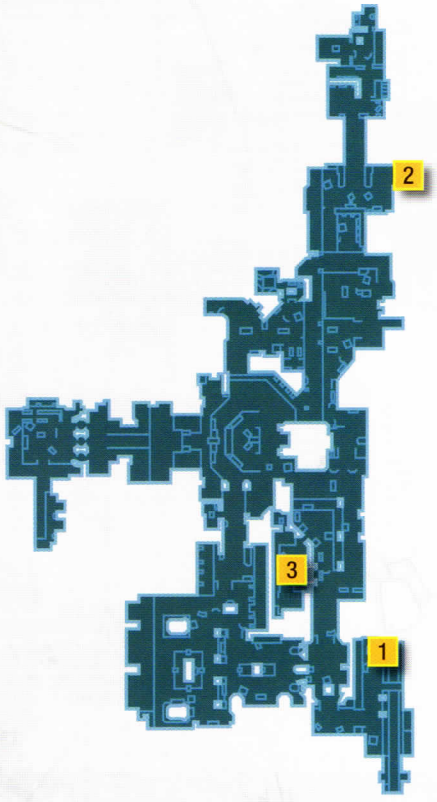
Titan Robot Production Plant





There's another solo mark in the transportation area, on the southern half of the map. When you get there, drop into the underpass that goes through the lower section of the chamber. When you reach an intersection, turn left and look along the walls.

Hyperion Hub of Heroism



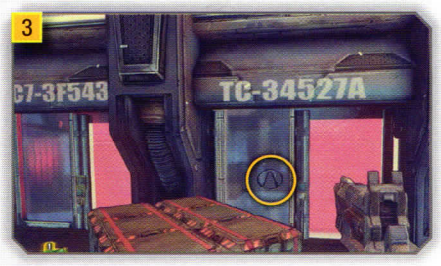
The first mark on this map is in the southeastern edge, inside a train tunnel. Look on the floor at the northern terminus of the train rails.

The next mark is near the entrance to the Research and Development area. Go to the center of the map and walk north from there. Once you're close to R&D, look on the wall, well to the right of that entrance. The mark is plain as day if you're in the right spot.

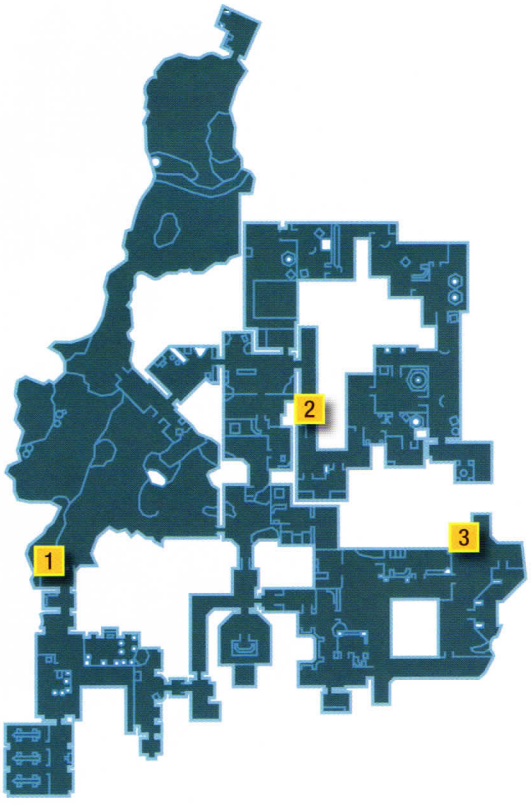


While working on the optional mission "An Urgent Message" you gain access to a security area near the center of the map. The mark is inside that room, in one of the small cells. You must proceed with the mission, unlock the cell doors, and grab the mark once they're open. Make sure to get the third mark before you leave this room.





Research and Development



Walk west, into the Stalker pen, but stop just after you get inside it. Look around the corner to your left to find the easy symbol.



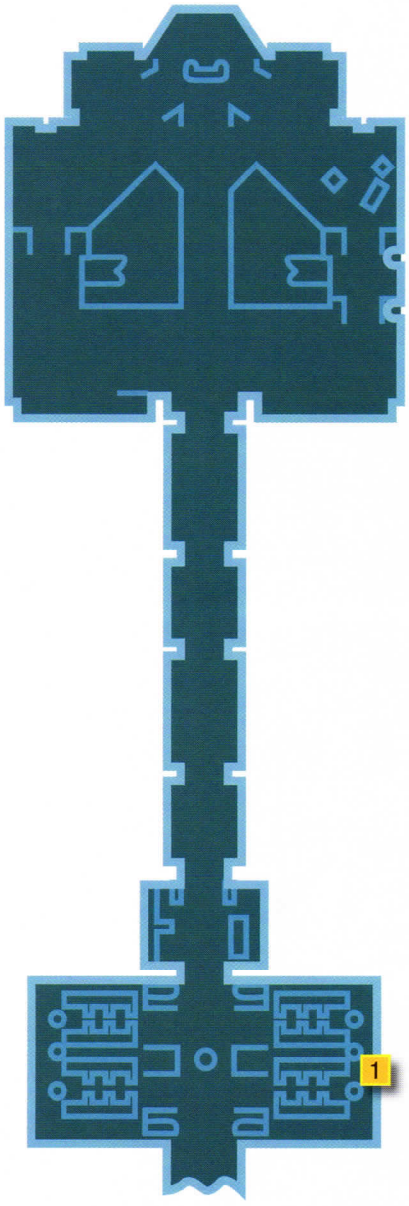
It's Tork time! Use the long hallway in the middle of the map to reach your next objective. Kill any Torks that are bothering you as you proceed down a small ramp, then look back when you reach the bottom. The symbol is on the wall.



Look for a massive brain in a tank in the southeast. That room has the final symbol in this level. The mark is on a wall, and it's pretty much out in the open. Nice!



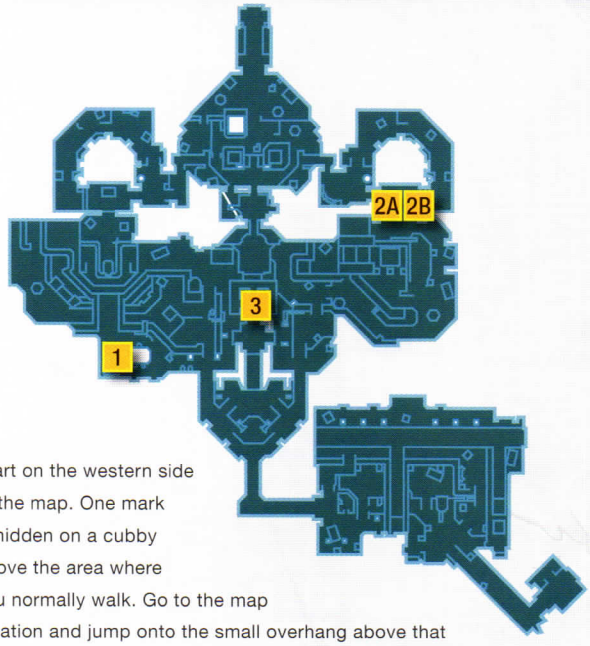
Jack's Office



The only mark in Jack's Office is in the cubicle farm near the entrance. Look on the eastern side of the room, and search the floor in the corner for this mark. Vault 0, You 1!



Lunar Launching Station



Start on the western side of the map. One mark is hidden on a cubby above the area where you normally walk. Go to the map location and jump onto the small overhang above that area. Look for the cubby and grab the mark inside.

Travel to the center of the map and look for a light-colored pipe that rises from the ground and is suspended on a run to the east. Jump on top of it and continue all the way to its end (where we've marked another spot on our map). That's where you find the symbol. While you're there, jump onto the nearby ledge for a little treasure.



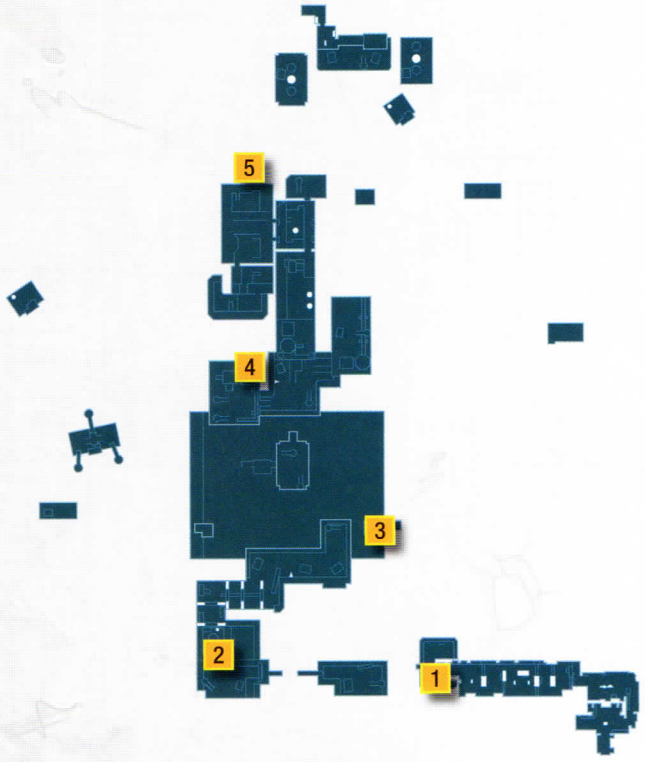
To finish, enter the Laser Amplification Nexus from the upper-northern side. You're at the top of the room, and that's important for what we're about to do. You must make almost impossibly tough jumps across the mesh ledges ahead of you. The symbol is above the final one in the chain. This is one of the somewhat tougher symbols to see, and it's absolutely the hardest one to get—even after you've found it.







Veins of Helios



The first symbol in this well-populated map is found after you leave the first major hallway. Exit the atmospheric-area and look around the corner to the left.

The second symbol is to the west. You soon reach a shaft that drops deep into the bowels of the area. Jump down that shaft while facing its northern edge and press forward while you fall. The level above the bottom isn't very large, and the symbol is on the wall there.

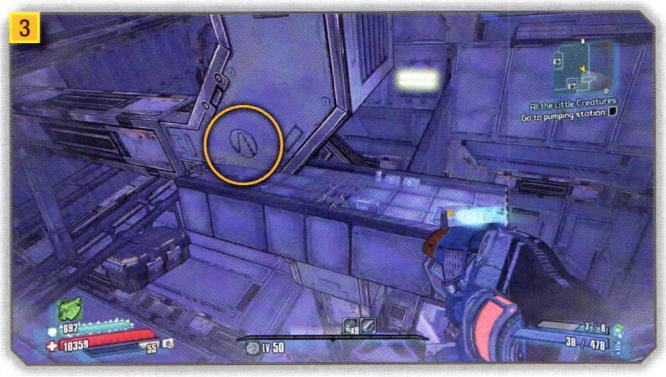
Look for the next symbol on a high ledge in the center of the map. You can't get up to that normally; you must find a better way to get over there. When you leave the shaft in the west, look for a floating platform that's being moved around by workers. Jump onto it and float over to the east. Get onto the northern edge of the platform and leap over to the ledge we've indicated on our map. Once you're there, this symbol is super easy to find.

It's nice to have an easy one up next. Travel northwest to a large platform with two jump pads. Get around to the northern side of that ledge and search for the symbol.

The final symbol is well hidden. Go to the northern portion of the map. You should notice that we've marked an area that's off the beaten path. There isn't any specific building there. Look for the platform with a jump pad to the east of that location. Get there, then walk to its western side. Jump carefully down to the ledge of the building below you. It's a narrow ledge, but you can walk on it. Go around the perimeter of that building and get your symbol!



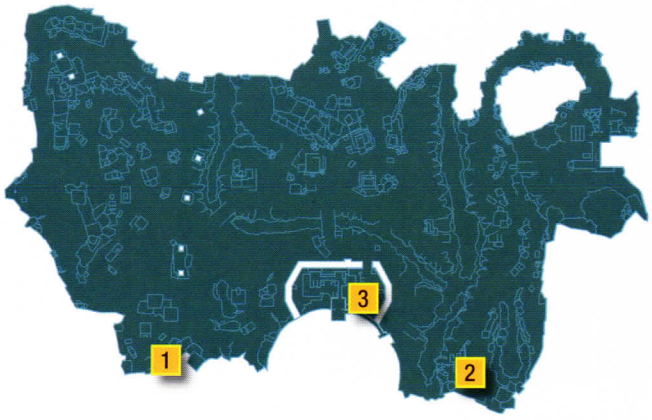








Vorago Solitude



The first Vault mark is in the southwestern part of the map. Go to the cliff's edge there and look for a small building that's built into the rock face. Drop into it and search the walls.

Another symbol is on the southeastern end of the map. Look for a grey building out there, near the edge of the cliff. Search its eastern walls for the symbol.

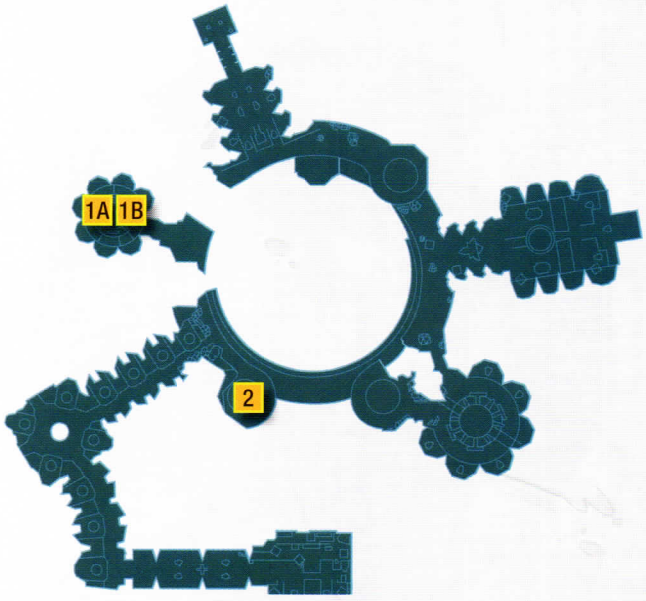


The final mark is inside the southern compound. Get past their defenses and search the eastern side of the yard. There's a small storage building with a Vault symbol on its southern side.





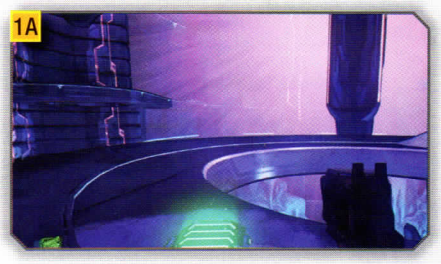
Tycho's Ribs

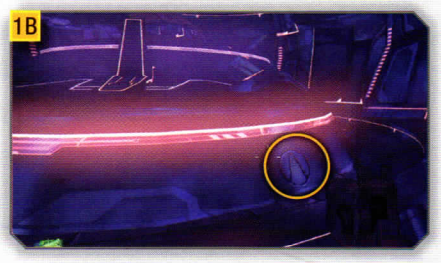


Tycho 1 is close to the start, but it isn't easy to reach. Notice the recessed cavern on the right when you enter the main shaft. Don't try to jump into it. The crystals nearby look accessible, but they really aren't.

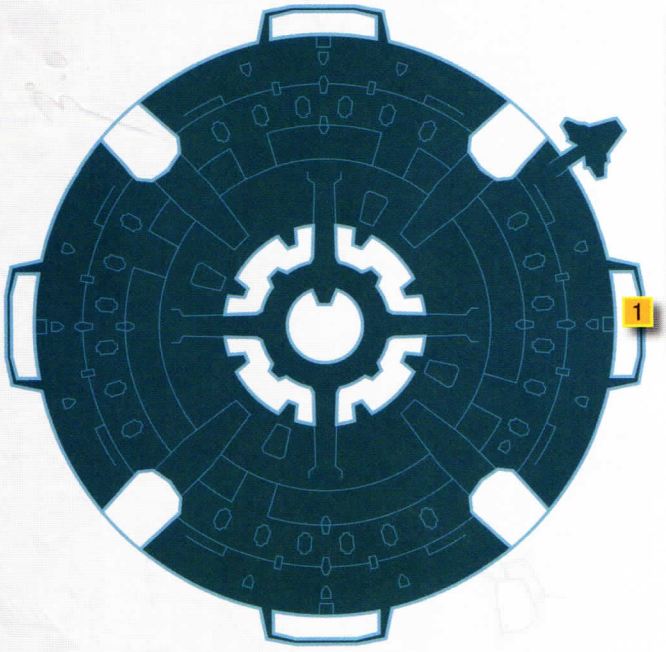
Instead, drop down to the lower tier of the shaft and look for a random jump pad in the southeast. It's pretty much in the middle of nowhere. Use that to leap across the shaft and up toward the hidden cavern. A boost jump gets you inside, and the symbol is on the outer edge of the circle that dominates the room. You also meet a weird, old robot there. Maybe you should see what he's all about, too!

The other symbol is also well hidden. Use the shaft elevator in the southwest to go all the way up into a pipe that's at the top of the room. This teleports you into a special area with plenty of fighting and loot. The second room in that secret space has the mark. Jump onto a stack of block that's two squares high. Use that to get onto the blocks above the front entrance. From there, jump toward the floating blocks on the right side of the room, and you're good to go. It's very clear after that.











Get onto the upper tier of Eleseer and walk to the eastern side of the map. There is a tiny ledge that lets you walk around the exterior wall that's located there. Move carefully, but get to the back of the wall and search for your symbol.

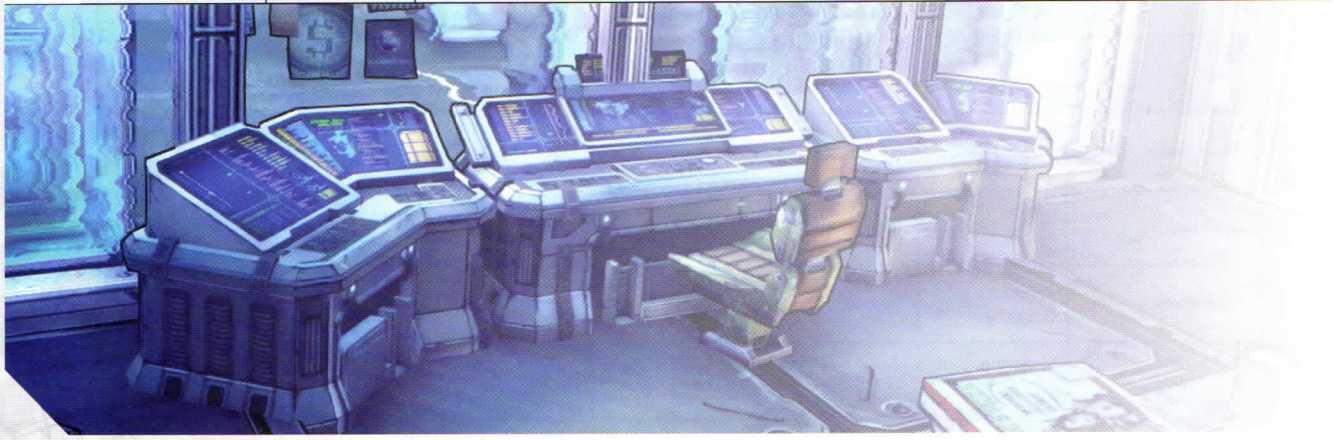
ACHIEVEMENTS AND TROPHIES

If you're wondering how to get your Trophies or Achievements, you've come to the right place. We've tried to minimize the spoilers while still telling you what to look out for.

ICON	ACHIEVEMENT	TYPE OF ACHIEVEMENT	GOAL	IS IT HIDDEN?	TROPHY TIER	TROPHY VALUE	XBOX VALUE
	Invaders Must Die	Story/Missions	Complete the mission "Lost Legion Invasion."	Yes	Bronze	15	10
	Welcome To The Rock	Story/Missions	Complete the mission "Marooned."	Yes	Bronze	15	15
	Dejamminated	Story/Missions	Complete the mission "Systems Jammed."	Yes	Bronze	15	15
	I Shot The Meriff	Story/Missions	Complete the mission "A New Direction."	Yes	Bronze	15	15
	Drakensburg, Schmakensburg	Story/Missions	Complete the mission "Intelligences Of The Artificial Persuasion."	Yes	Bronze	15	20
	Who Constructs The Constructor?	Story/Missions	Complete the mission "Let's Build A Robot Army."	Yes	Bronze	15	20
	Helios Rising	Story/Missions	Complete the mission "Home Sweet Home."	Yes	Bronze	15	20
	Brain Drain	Story/Missions	Complete the mission "Science And Violence."	Yes	Bronze	15	20
	The Guts Of Helios	Story/Missions	Complete the mission "Watch Your Step."	Yes	Silver	30	25
	A House Divided	Story/Missions	Complete the mission "Eye To Eye."	Yes	Silver	30	25
	Vault Hunter Superior	Story/Missions	Defeated the Opha Boss.	Yes	Silver	30	25

ICON	ACHIEVEMENT	TYPE OF ACHIEVEMENT	GOAL	IS IT HIDDEN?	TROPHY TIER	TROPHY VALUE	XBOX VALUE
	Multi Face-eted	Story/Missions	Defeat the Empyrean Sentinel.	Yes	Gold	90	50
	Once More With Feeling	Story/Missions	Complete the mission "Return of Captain Chef."	Yes	Bronze	15	15
	Do Shoot the Messenger	Story/Missions	Deliver Zarpedon's Message.	Yes	Bronze	15	10
	The Gun In The Stone	Systems Exploration	Remove Excalibastard from the stone.	Yes	Silver	30	20
	Who You Gonna Call?	Story/Missions	Complete the Sub-Level 13 missions with 3 other players.	Yes	Bronze	15	15
	Guardian Guardian	Story/Missions	Save the Guardians from the Scav Poachers.	Yes	Bronze	15	15
	Modern Fart	Story/Missions	Complete the mission "To Arms."	Yes	Bronze	15	15
	Side Quest Student	Story/Missions	Completed 30 side missions.	No	Bronze	15	15
	Moon Mission Meister	Story/Missions	Completed all of the side missions.	No	Silver	30	25
	Grind 'n' Bear It	Systems Exploration	Use the Grinder to create an item.	No	Bronze	15	15
	The Bigger They Are	Gameplay specific moments	Defeat the Invincible Empyrean Sentinel.	No	Gold	90	50
	Mouth To Mouth	Gameplay specific moments	Revive 10 players with oxygen.	No	Bronze	15	15
	Rocketeer	Gameplay specific moments	Launch 4 rockets from Elpis.	Yes	Bronze	15	20
	Super Secret Stash	Gameplay specific moments	Open Zarpedon's Chest.	Yes	Bronze	15	20
	Air Supremacy	Class specific	Kill 100 enemies with Wolf (Wilhelm).	No	Bronze	15	25
	No, I'm Athena!	Class Specific	Kill 100 enemies with the Aspis (Athena).	No	Bronze	15	25
	That Helped, Right?	Class Specific	Experience all Vault Hunter Modes using Vault Hunter.exe (Claptrap).	No	Bronze	15	25
	Executioner	Class Specific	Kill 10 enemies in a single activation of Showdown (Nisha).	No	Bronze	15	25
	That Tasted Purple!	Systems Exploration	Have Purple-rated gear or better equipped in every slot. (Save old epic items in the bank just to fill slots later.)	No	Bronze	15	20
	Challenger	Systems Exploration	Complete level 1 of all challenges with a single character	No	Bronze	15	20
	Space Rookie	Systems Exploration	Reach level 5 with any character.	No	Bronze	15	5
	Lunar Lieutenant	Systems Exploration	Reach level 10 with any character.	No	Bronze	15	10
	Moon Master	Systems Exploration	Reach level 25 with any character.	No	Silver	30	15
	Space Lord	Systems Exploration	Reach level 50 with any character.	No	Silver	30	25

ICON	ACHIEVEMENT	TYPE OF ACHIEVEMENT	GOAL	IS IT HIDDEN?	TROPHY TIER	TROPHY VALUE	XBOX VALUE
	Moxxi's Sampler	Systems Exploration	Try all the Moxxtails in the Up Over bar in Concordia (they're up on the bar, cost 10 Moonstones each, and there are eight of them). These provide temporary buffs to your character and you can only have one active at a given time, so it's better to use one at a time rather than to grab them all at once.	No	Bronze	15	10
	Lunar Looter	Systems Exploration	Loot 10 Moonstone Chests by defeating bosses and looting their stashes. Chests are located at the end of the following areas: Crisis Scar Pity's Fall Titan Robot Embarkation Eye of Helios Vorago Solitude Moon Core	No	Bronze	15	20
	I Come From The Land Up Over	Systems Exploration	Discover all named locations in Serenity's Waste, Triton Flats, and Stanton's Liver.	No	Bronze	15	20
	Beam Me Up	Systems Exploration	Discover all named locations aboard the Helios Space Station.	No	Bronze	15	20
	Eridian Explorer	Systems Exploration	Discover all named locations in Outlands Canyon, Outlands Spur, and Vorago Solitude.	No	Bronze	15	20
	Cosmic Completionist	Systems Exploration	Discover all named locations.	No	Silver	30	30
	High Fashion	Systems Exploration	Unlock 10 Customization Items.	No	Bronze	15	15
	The Duelist	Co-op/Social	Win a duel.	No	Bronze	15	10
	Collateral Damage	Wacky/Flavorful	Have a Lost Legion Eternal kill 3 of his friends.	No	Bronze	15	20
	360 No Scope	Wacky/Flavorful	While airborne, spin 360 degrees then get a kill with a Sniper Rifle without using the scope.	No	Bronze	15	20
	Expensive Taste	Wacky/Flavorful	Use the Grinder to create a Legendary item.	No	Silver	30	30
	Ice To Meet You	Wacky/Flavorful	Shatter 3 frozen enemies with a single slam attack.	No	Bronze	15	20
	Elementalist	Wacky/Flavorful	Have an enemy frozen, corroded, ignited, and electrocuted at the same time. (This is easier with a team, but you can equip four different weapons and get the job done, too.)	No	Bronze	15	20
	Pancake Parlor	Wacky/Flavorful	Pancake an enemy in the Stingray by boosting into the air and then slamming down on top of a low-level target.	No	Bronze	15	20
	Who Needs Air?	Wacky/Flavorful	Suffocate for 5 continuous minutes without dying. (Health pickups and healing from teammates let you survive this ordeal.)	No	Bronze	15	20
	Borderlands Defender Round 1.5	Multiple	Collect all Trophies in the game.	No	Platinum	180	N/A



UNLOCKING NEW HEADS AND SKINS FOR CHARACTERS AND VEHICLES

New head, body, and vehicle skins are available throughout the game so that you get more and more customization options as you play. Vehicles are modified when you reach the station and start choosing whether you want a Moon Buggy or a Stingray. To change your character's look, visit the kiosk outside of Moxxi's Bar, in Concordia. You can change your head and body skin whenever you're there.

To find more skins, keep your eyes peeled for items that look like makeup kits or heads. They are dropped randomly from certain enemies, but are also given as rewards for specific missions. Challenges are another great way to find more skins. If you look at our charts for the various challenges, you'll see that some of them have a skin reward. This is normally found at either the third stage of a challenge, or when you complete the final stage.

Athena

Skin Master List

Amber Ninja
Amethyst
Aqua Marine
Beachhead
Blue Lowlight
Bubblegunner
Ceremonial Whites
Champion of Eleseer
Chitin
Citrus Fade
Commander
Crystal Clear

Dahl Fatigues
Dahl NCO
Dahl Stencil
Dark Purpose
Deceptive Violet
Eagle's Shroud
Elven Armor
Fevered Dream
Fortified
From Above
From Below
Gearbox

Gold Dubloon
Green Dragon
Halcyon Gold
Helios Trope
Herald of the Eridian Night
Hyperion Boldness
Hyperion Courage
Hyperion Defender
Ice Cold
If It Bleeds
Jakobs Ideals

Jakobs Quality
Jakobs Values
Keen Orange
Killing Fields
Life Support
Low Viz
Muzzle Flash
Ninja Blush
Pink Gleam
Proud Pink
Python
Royal Guard

Scav Oxidyze
Scav Rustbukkit
Scav Skorch
Smart Wasp
Snick-It Whites
Solace by Maliwan
Sophistication by Maliwan
Spirit by Maliwan
Splash of Orange
Support Team
Tech Ninja

Tediore After Market
Tediore Economical
Tediore Top Sheld
Torgue Blast Point
Torgue High Nitrous
Torgue Shock Front
Vault Hunter Prime
Vault Hunter Resplendent
Vladof Comradeship
Vladof Hammer
Vladof Worker
Widow Flowers



Eagle's Shroud



If It Bleeds



Sophistication by Maliwan

Skin Master List

Acrid Green
Amber Fluid
Black Box
Blue Light
Blue Screen
Bold Gold
Carmine and Yours
Cat Eye
Champion of Eleseer
CMD0-TP
Dahl Fatigues
Dahl NCO
Dahl Stencil
Daisy Daisy

Dark Side
Deep Blue
Eco-Friendly
EMPR-TP
Gearbox
Gym Clothes
H4Z-TP
Happy Blue
Hard Reset
Hazey
Herald of the Eridian Night
Hint of Lavender
Hyperion Boldness

Hyperion Courage
Hyperion Defender
Indi Go Go
Jakobs Ideals
Jakobs Quality
Jakobs Values
Magenta Who
Marooned
Metal Highlights
Mudflap
Oh So Sassy
One Red Sock
Ooh Sparkly
Orangeade

Overclocking
P4K-TP
Patched Up Purple
Primaries
Retro Cyber
Retro Stylin
Safety First
Scarlet Text
Scav Oxidyze
Scav Rustbukkit
Scav Skorch
Shiny Shiny
Snick-It Whites
Solace by Maliwan

Sophistication by Maliwan
Sour Apricot
Spirit by Maliwan
Sun Bleached
Sunset
Tediore After Market
Tediore Economical
Tediore Top Sheld
Tender Green
Toner Low
Torgue Blast Point
Torgue High Nitrous
Torgue Shock Front

TRSH-TP
Turquoise Finish
Ultra Violent
V4C-TP
Vault Hunter Prime
Vault Hunter Resplendent
Vladof Comradeship
Vladof Hammer
Vladof Worker
WR4P-TP



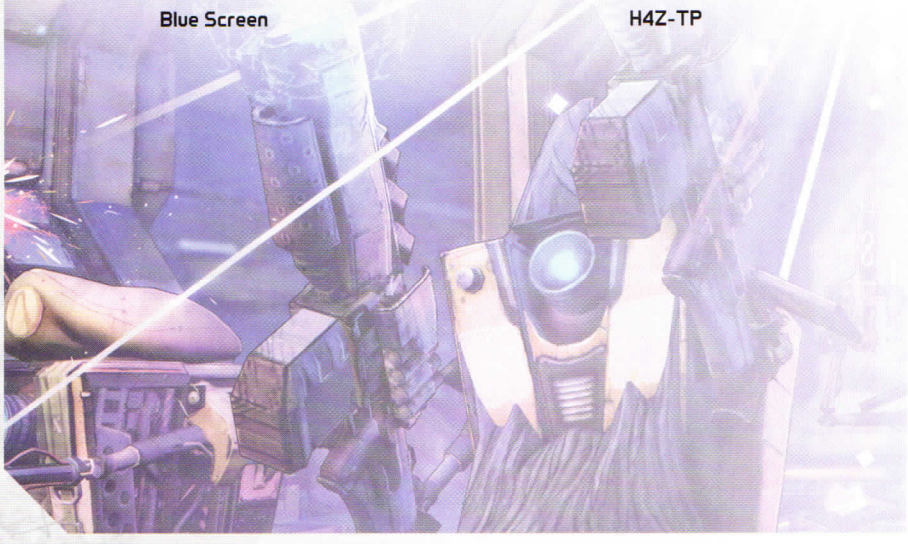
Blue Screen



H4Z-TP



Turquoise Finish



Nisha

Skin Master List

Bandita Brave
Blue Moon
Blue Opal
Champion of Eleseer
Clear Water
Cyan Night
Dahl Fatigues
Dahl NCO
Dahl Stencil
Dusty Road
Dye Violetly
Emerald Cut
End of the Trail
Eye Catching Orange

Fancy Pants
Final Frontier
Forest Green
Furnace Red
Gearbox
Gold Standard
Herald of the Eridian Night
High Falutin'
Horizons
Hothead
Hyperion Boldness
Hyperion Courage
Hyperion Defender

Jakobs Ideals
Jakobs Quality
Jakobs Values
Lady Danger
Last Thing You See
Lemon Sun
Orchard Dream
Pale Rider
Patterson's Curse
Perfect Pink
Peril in Purple
Prairie Riding
Purple Peace
Quick Draw Green

Rattler
Red is the New Black
Scav Oxidyze
Scav Rustbukkit
Scav Skorch
She Bites
Skyward
Snick-It Whites
Soft Touch
Solace by Maliwan
Sophistication by Maliwan
Spirit by Maliwan
Swamp Itch

Sweet and Sour
Sweet and Unsavory
Techno Cowgirl
Tediore After Market
Tediore Economical
Tediore Top Sheld
Torgue Blast Point
Torgue High Nitrous
Torgue Shock Front
Touched By Red
Toxicity
Undertaker
Unfriendly Skies
Urban Cowbirl

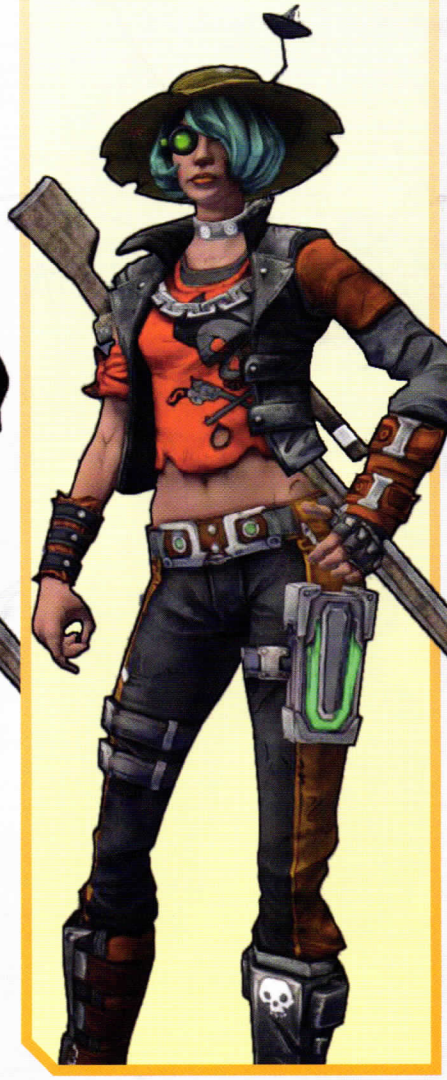
Vault Hunter Prime
Vault Hunter Resplendent
Vladof Comradeship
Vladof Hammer
Vladof Worker
Voodoo Doll
Where You Go Indigo
Widow Scarlet
You've Been Warned



Blue Moon



Last Thing You See



Sweet and Sour

Skin Master List

Accented Tang
Admirable Admiral
Awareness Pink
Bitter Pill
Blue Steel
Burning Bright
Cardinal Points
Champion of Eleseer
Clean Slate
Columbia Falls
CRT Glow
Cyan Dipped
Cyan Shadows
Cyber Scientist

Dahl Fatigues
Dahl NCO
Dahl Stencil
Dirty Lime
Earth Sky
Emerald Adder
Enforcement Blue
Factory Specs
Fade to Green
Feature Purple
Form Factor
Functionality
Fury Red
Gearbox

Goldenrod
Hacker
Haggard Orange
Herald of the Eridian Night
Hero Suit
Hydraulic Fluid Green
Hyperion Boldness
Hyperion Courage
Hyperion Defender
Jakobs Ideals
Jakobs Quality
Jakobs Values
Jungle Vine

Just a Touch
Lunar Knight
Pale Gold
Pink Irony
Ranger Pink
Redback
Redextra
Reflector
Scav Oxidyze
Scav Rustbukkit
Scav Skorch
Shock Trooper
Snick-It Whites
Solace by Maliwan

Sophistication by Maliwan
Space Pirate
Special Forces
Spirit by Maliwan
Taste of Copper
Tediore After Market
Tediore Economical
Tediore Top Sheld
Titan Clash
Torgue Blast Point
Torgue High Nitrous
Torgue Shock Front
Trenchbound

User Friendly
Vault Hunter Prime
Vault Hunter Resplendent
Vladof Comradeship
Vladof Hammer
Vladof Worker
Void Rocker
Voilent Shade
Warning Signs
Waterproof



Space Pirate



Earth Sky

Goldenrod

Moon Buggy

Skin Master List

Aquabug
Azure Sands
Bad Neighborhood
Beachcomber
Berserker
Bingles
Blue Haze
Blue Steele
Bogan's Run
Breathe Easy

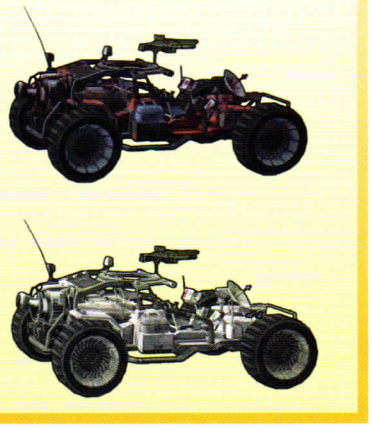
Carbon Fiber
Carpentry
Delapidated
Desert Sunset
Desolate
Dodge Curry
Dune Buggy
Electron
Evening Shade
Free Drive

Geared Up
Go-Kart
Home Handyman
Humbee
Hyper Twilight
Intoxicate
Malachite
Moon Mirage
Neon Venom
Obsidean

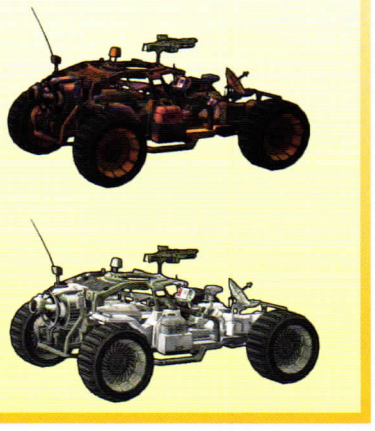
Outback Hacker
Oxidized
Pale Rider
Penetrating Pink
Periwinkle
Perse-pective
Post Party
Predator
Purple Blood
Purple Stain

Red Dust
Salmon Splash
Scavalanche
Shadow Camo
Skyler Blue
Snuggle Buggy
Soundwave
Starfire
Stealth
Sunburnt Country

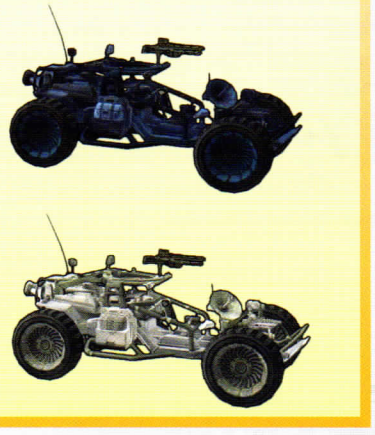
Surf 'n Turf
Tranquil Hazard
True Grit
UV Matrix
Vengeance
Venomseed
Virus
Weathered Look



Berserker



Outback Hacker



Soundwave

Stingray

Skin Master List

Amaranthine
Amethyst Twist
Azure Flame
Battle Camo
Blacklight
Blaze
Blood Moon
Burned Out
Cerulean Stripe
Cobalt Colt

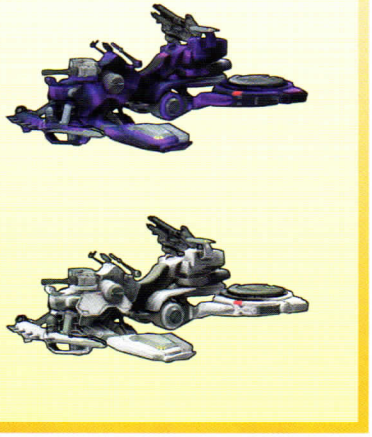
Complementary Clash
Cyberneon
Depth Charge
Desert Blend
Desiato
Driftwood
Ember
Eridescent
Favorite Toy
Fool's Gold

Goblin
Graffiti
Gunmetal
Heirloom
Holorider
Hot Honey
Hyper Color
Imperial Blue
Junkyard Dog
LavenDIE

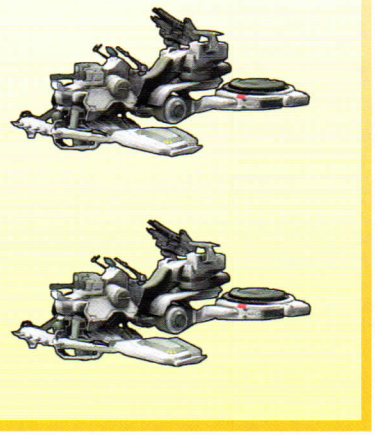
Lil' Lilac
Lost Guerilla
Lunar Explorer
Mazarine Blue
Modern Art
Monocamo
Ominous Stain
Orange
Orange Sherbet
Orchestra Hit

Pale Moon
Pandoran Poison Maple
Pink Cloud
Puce
Ripple Effect
Rocket Science
Russet Rebel
Salvage
Silverpine
Skyrider

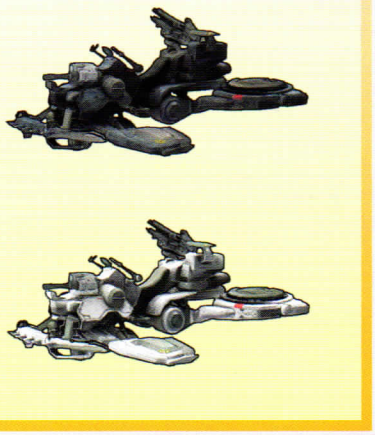
Songbird's End
Techflame
Ultraviolent
Urban Stalker
Vermillion
Violaceous
Wash Me
Worn Chrome
Xanthous



Amaranthine



Lunar Explorer



Silverpine

EASTER EGGS

If you love finding odd little areas and secrets in a game, but hate having to spend days searching for them, then this is the place for you. We've assembled some information about a few of the peculiar spots found on Elpis. Interested?

It's Iwajira!!!

The biggest, baddest, and most awesome Kraggon in the world is hidden in Serenity's Waste. Leave Janey Springs' building and explore the lava fields to the east. Look for a cave above a lava flow, then jump up to get inside. Follow it deep into the mountain, and drop down into a huge cavern of rocks, lava, and Kraggon. The creature itself is called Iwajira, and it's one of the toughest baddies in the game. Even a full party won't be able to beat him if you come here at the beginning of your story. Power up and return later for a magnificent battle! Good times.



As you might know, some ice weapons can freeze stuff. It's based on accumulation of damage. Did you know you can laser it too? Slice and dice baby! Oh ya, it works on anything, even the absurdly large rare spawns that I won't mention.

—**James Sanders, Director of FX and Technical Art, Gearbox Software**

Awww, Cute

Go into Moxxi's Bar, on Concordia, and look in the bar chairs. There's a teddy bear at the end of the bar, wearing a spacesuit. Use the chair to spin the bear and you might even get a reward (if you're lucky).



If you thought *Borderlands 2* had a lot of Easter Eggs then you'd best be wary. There are so many hidden things in this game that you might just have an aneurism trying to find them all. But they're all so worth it, trust me.

—Grant Johnson, Quality Assurance Tester, Gearbox Software

Drink Up

While you're still in Moxxi's Bar, look at the pretty drinks that are lined up on each side of the counter. These offer buffs that stick with your character for a good while, though at a cost of 10 Moonstones. Before taking on bosses or other tough opponents, consider using these. There's an Achievement tied to using all of them (in any order, and at any time).

Read the descriptions for these drinks. There are some funny references in there!



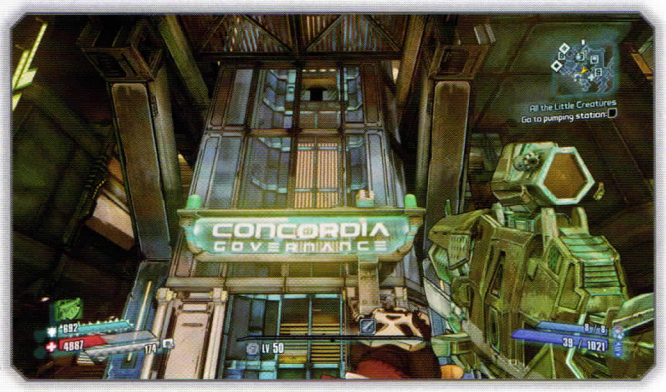
Excalibastard

A legendary weapon waits in Stanton's Liver for a person of tremendous beauty, wealth, and power to pull it from the stone. Start your quest for this mighty weapon on the northern side of the map.



That's a Pretty Cool Locker

There's a special lockbox in Concordia, on top of the main elevator's framework. Walk over to the elevator as if you were going to see The Meriff, but look up instead of going inside. That was probably made by someone pretty darn cool.





Neil Parsec

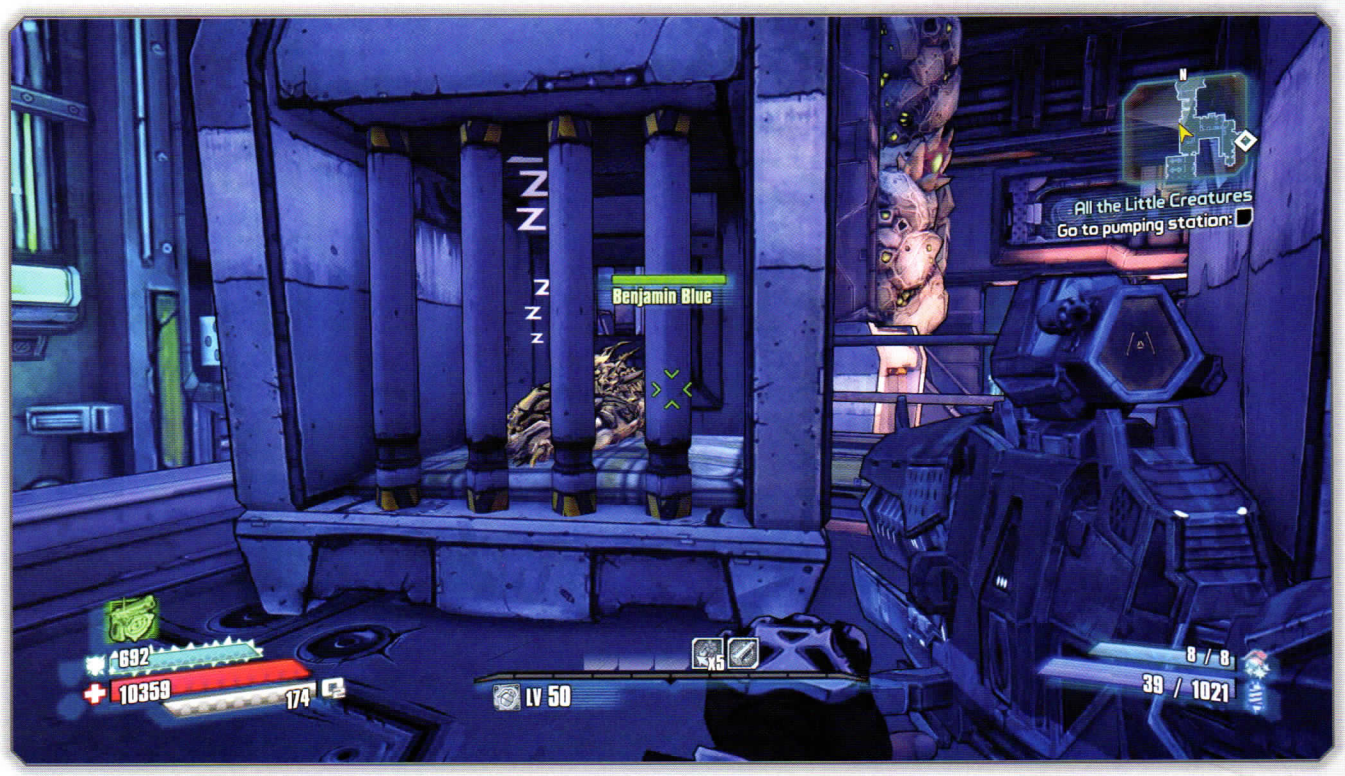
Complete "No Such Things as a Free Launch" in Outlands Spur, then return to Triton Flats. Go to the Darksiders' tower near the Fast Travel point that's just barely on the northern half of the map. Climb and use jump pads to get all the way to the top of the tower and look out on the balcony that's facing south. Neil Parsec is there, and he's about to take a triumphant leap. Approach to watch his great success.





That's a Good Dog

There's an indigenous species in the Research and Development research room, in the lower-left side of the map. Search that room to find a cage with Benjamin Blue in it—a very sweet looking creature. If you can figure out how to release him, Benjamin is freed from his cage and you get a little reward for your good deed.



Record Breaker

Get the Veins of Helios mission: "Don't Get Cocky." When you arrive in the Veins of Helios, go all the way to the upper-left corner of the map and use the jump pads to reach a tiny ledge where there are a few electronic systems and a huge turret. Use the computers to start the mission and summon a drone. When it's ready, get into the laser turret and fire away at the debris, Dahl fighters, and meteors in front of you. If you score well enough, you spawn special creatures throughout the map.

To get the best score, destroy all debris, ships, and meteors as soon as possible. The laser fires in bursts of three, so swing your reticle between two targets during the first and third shot to get the most out of each burst.

You don't have to get this right on the first try. Load your saved game and try, try again! Try hard enough and you might even become skilled enough to take on an entire armada of ships!





Have you gotten a high score in Veins of Helios? Screenshot or it didn't happen! Also, interstellar hitmen have better loot than you'd think.

—Rick Porter, Game Designer, Gearbox Software

Local Business Owners

There's a sign with a listing of local businesses in the Hyperion Hub of Heroism. Go down the first main passage and walk toward the open square at the bottom of some stairs. Take the northern route out of there, and watch the signs of the side of the path. One of them shows all of the Hyperion businesses there in the hub.



It's a Trap

Run the Guardian Hunter and Sterwin Forever optional missions to get your hands on a Monster Trap. It would be impossible to understand that reference. It's probably something vague that you've never heard of.

Sticks and Stones

Go to Regolith Range and make the difficult climb to get onto the buildings on the southern end of the map. You must use ledges and the outer pipes of the buildings to get all the way, but you find a little bit of treasure on two of them. You also find two letters, "D" and "K."

Hmmmm...looks like the perfect opportunity to hang these somewhere nearby.





BORDERLANDS THE PRE-SEQUEL!

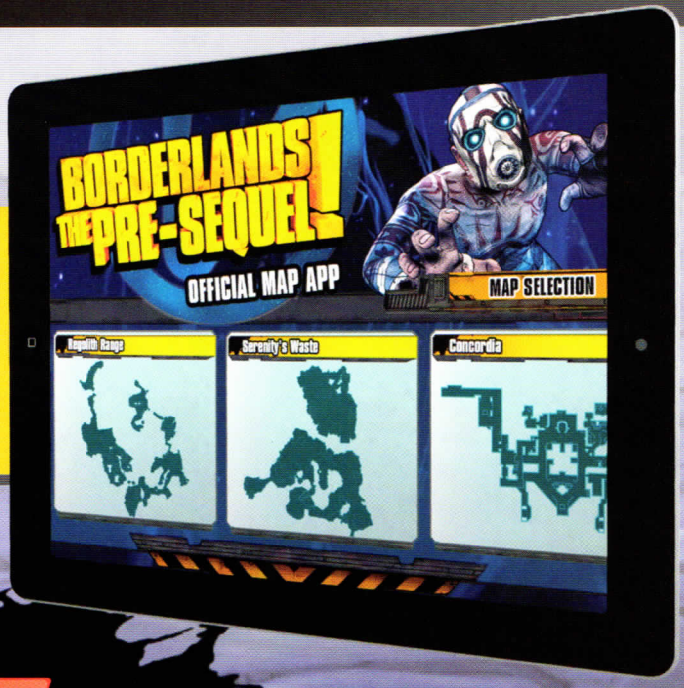
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BORDERLANDS THE PRE-SEQUEL!

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PROBLEM SOLVING THROUGH BETTER MUNITIONS

A comprehensive overview of the tools of the trade, plus a look at Shields, Class Mods, and the all new Oz Kits.

MOONLIGHTING

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Have it all and make everyone else feel like a chump! Challenges, Achievements & Trophies, Skins, Secrets, Cult of the Vault, and more!

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BORDERLANDS
THE PRE-SEQUEL!

SIGNATURE SERIES STRATEGY GUIDE

Rick Barba and Michael Lummis

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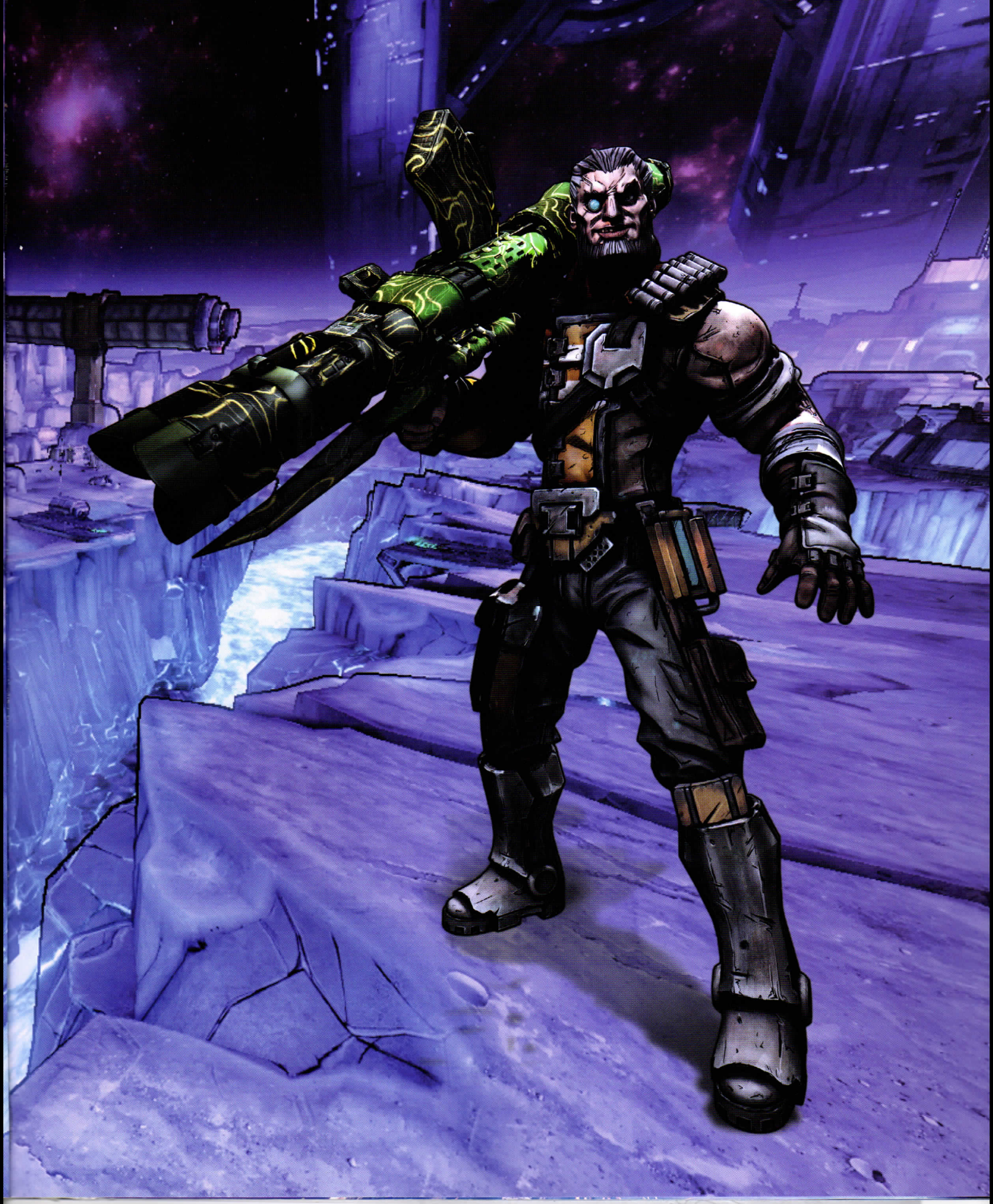
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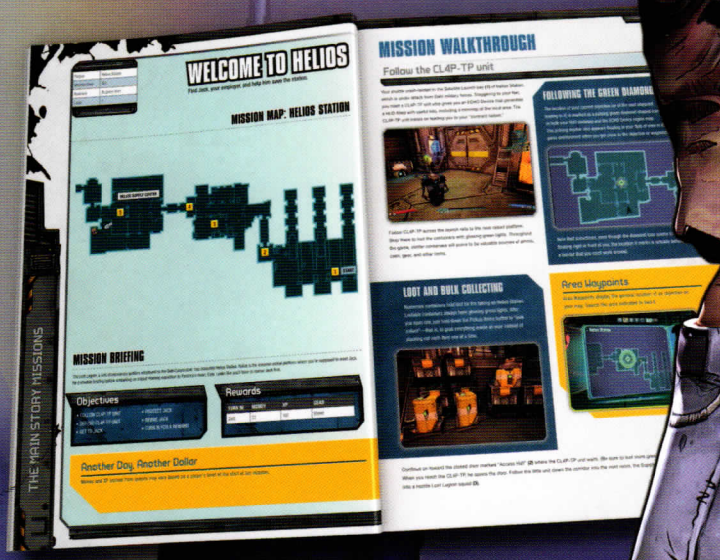


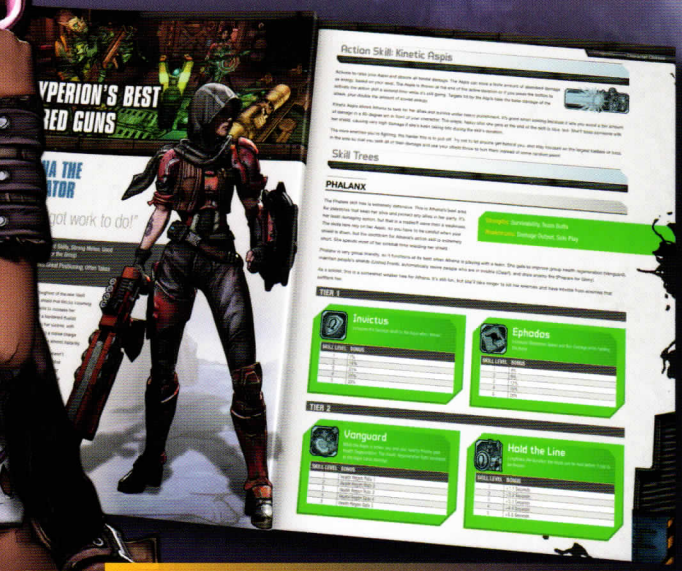
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